FURUNO

OPERATOR'S MANUAL

MARINE RADAR

MODEL MODEL1722/1732/1742/1762
MODEL1722C/1732C/1742C/1762C

NAVnet

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⚠ SAFETY INSTRUCTIONS

⚠ WARNING



ELECTRICAL SHOCK HAZARD
Do not open the equipment.

Only qualified personnel should work inside the equipment.

Do not disassemble or modify the equipment.

Fire, electrical shock or serious injury can result.

Immediately turn off the power at the switchboard if the equipment is emitting smoke or fire.

Continued use of the equipment can cause fire or electrical shock. Contact a FURUNO agent for service.

Keep heater away from equipment.

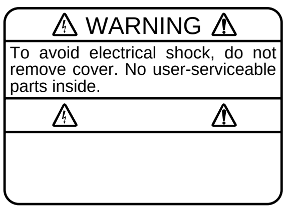
A heater can melt the equipment's power cord, which can cause fire or electrical shock.

Use the proper fuse.

Fuse rating is shown on the equipment. Use of a wrong fuse can result in damage to the equipment.

⚠ CAUTION

A warning label is attached to the equipment. Do not remove the label. If the label is missing or damaged, contact a FURUNO agent or dealer about replacement.



Name: Warning Label (1)
Type: 86-003-1011-0
Code No.: 100-236-230

⚠ WARNING

Radio Frequency Radiation Hazard

The radar antenna emits electromagnetic radio frequency (RF) energy which can be harmful, particularly to your eyes. Never look directly into the antenna aperture from a close distance while the radar is in operation or expose yourself to the transmitting antenna at a close distance.

Distances at which RF radiation levels of 100 and 10 W/m^2 exist are given in the table below.

Note: If the antenna unit is installed at a close distance in front of the wheel house, your administration may require halt of transmission within a certain sector of antenna revolution. This is possible - Ask your FURUNO representative or dealer to provide this feature.

MODEL	Distance to 100 W/m^2 point	Distance to 10 W/m^2 point
1722	Nil	Worst case 0.50 m
1732	Nil	Worst case 0.50 m
1742	Nil	Worst case 1.00 m
1762	0.20 m	Worst case 3.00 m

⚠ CAUTION

No one navigation device should ever be solely replied upon for the navigation of a vessel.

Always confirm position against all available aids to navigation, for safety of vessel and crew.

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DECLARATION OF CONFORMITY

FOREWORD

A Word to the Owner of the MODEL1722/1722C Series Marine Radar

FURUNO Electric Company thanks you for purchasing the MODEL1722/1722C Series Marine Radar. We are confident you will discover why the FURUNO name has become synonymous with quality and reliability.

For over 50 years FURUNO Electric Company has enjoyed an enviable reputation for quality and reliability throughout the world. This dedication to excellence is furthered by our extensive global network of agents and dealers.

Your radar is designed and constructed to meet the rigorous demands of the marine environment. However, no machine can perform its intended function unless properly installed and maintained. Please carefully read and follow the operation and maintenance procedures set forth in this manual.

We would appreciate feedback from you, the end-user, about whether we are achieving our purposes.

Thank you for considering and purchasing FURUNO.

Features

The MODEL1722/1722C series work within our new product-network system called the “NavNet.” Each product has an IP address to communicate with NavNet compatible products within the network, using TCP/IP protocol through an Ethernet 10 Base-T network.

The main features are

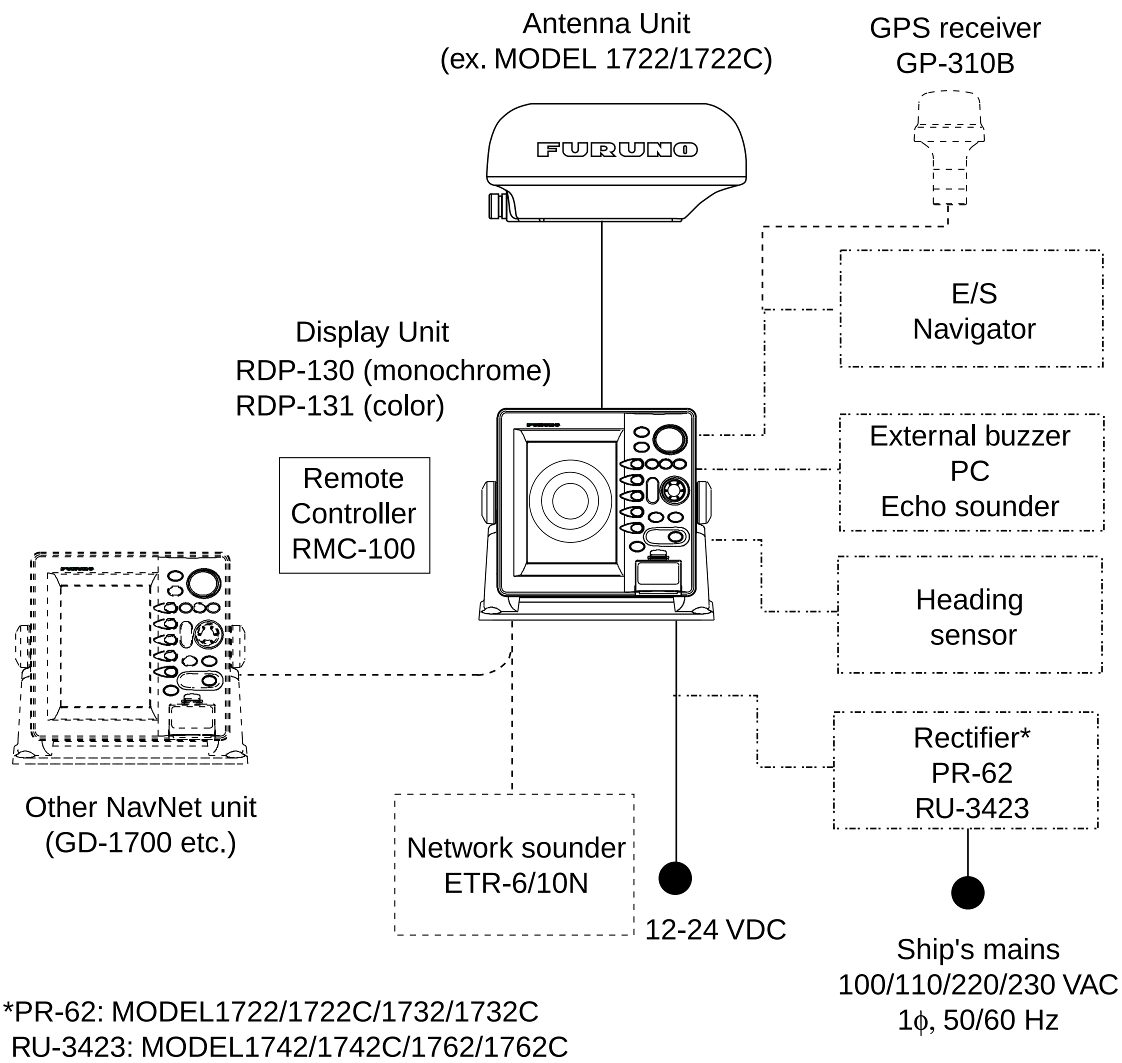
- Bright 7” screen visible even under direct sunlight.
- User friendly operation with combination of discrete keys, soft keys and cursor pad.
- Accepts FURUNO and Nav-charts™ (NAVIONICS) or C-MAP charts.
- Fast chart redraw.
- Built-in NavNet interface circuit board.
- 12-channel GPS Receiver GP-310B with highly accurate position fixing optionally available.
- User programmable function keys.
- Video sounder picture available with connection to optional network sounder.
- ARP function (when connecting with MODEL1833/1833C series)

SYSTEM CONFIGURATIONS

All NavNet products incorporate a “network circuit board” to integrate each NavNet product on board through an optional LAN cable (Ethernet 10BASE-T). Each NavNet product is assigned an IP address to enable transfer of images between other NavNet products. For example, video plotter pictures can be transferred to a radar and vice versa. Pictures received via the NavNet may be adjusted at the receiving end.

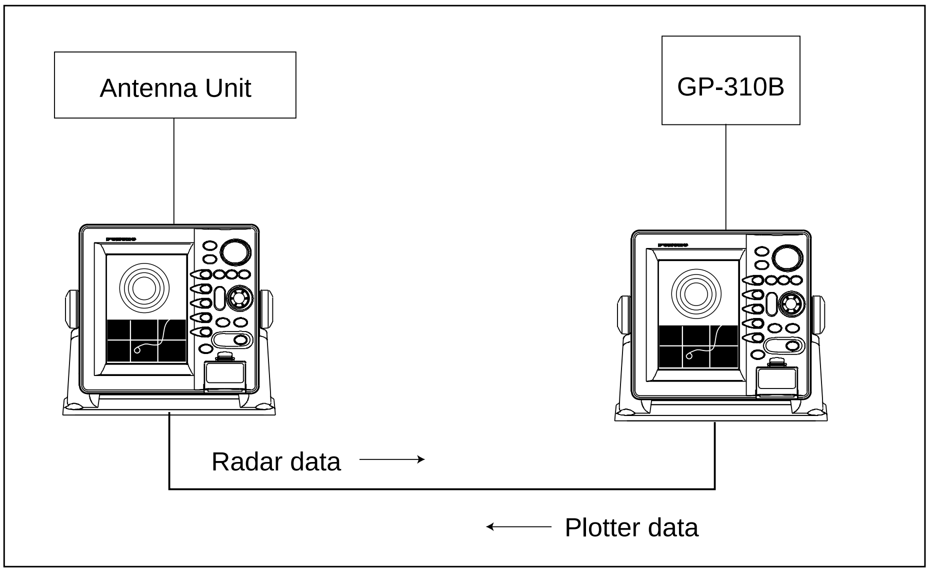
A NavNet system may consist of up to four display units and one ETR. For a system incorporating three or more products, a “hub” is required to process data.

Single unit NavNet system



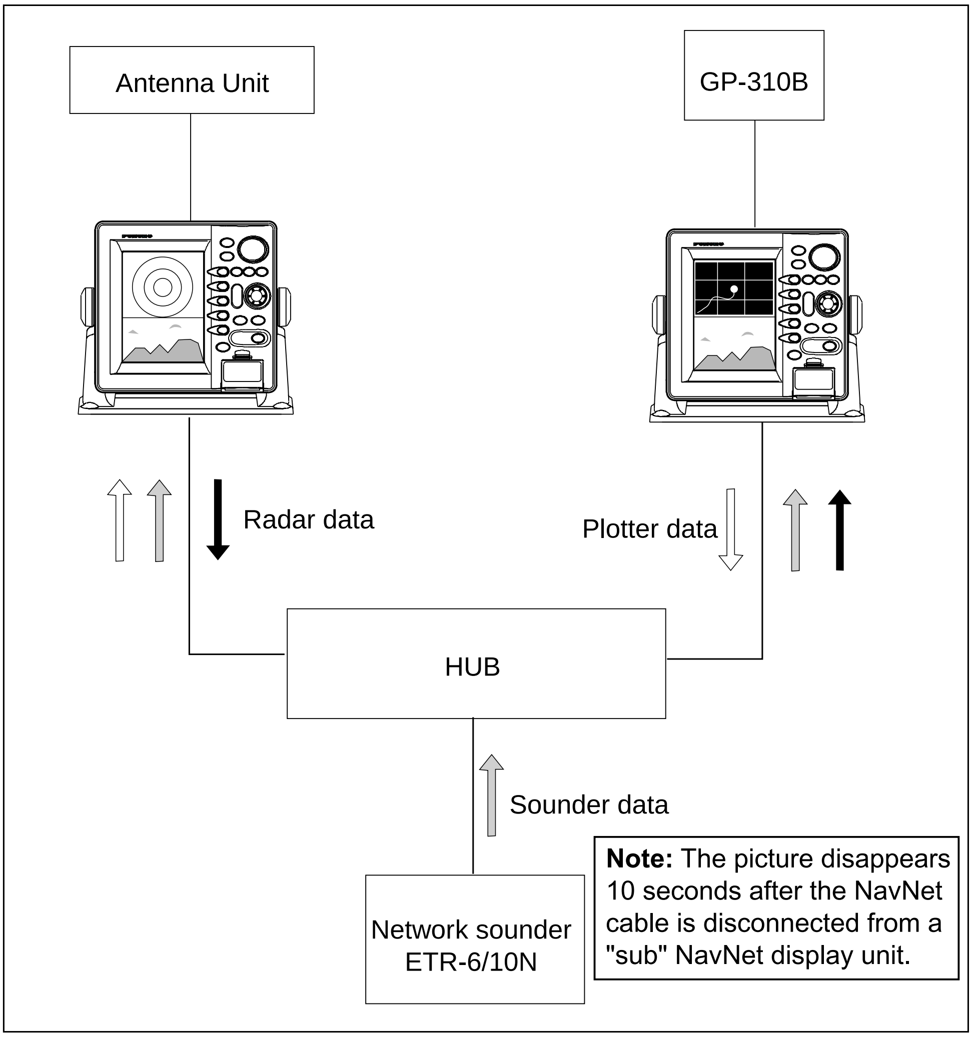
Single-unit NavNet system

Two-unit NavNet system



Two-unit NavNet system

Three-or more unit NavNet system (Max. 4 NavNet capable display units)



Three-or more unit NavNet system

1. OPERATIONAL OVERVIEW

This chapter provides basic information needed to get you started using your radar. The follow topics are presented:

- Control overview
- Chart card insertion
- Power on/off
- Contrast, brilliance and hue (Color series only) adjustments
- Display selection
- Data boxes
- Function keys
- Simulation display

NOTICE

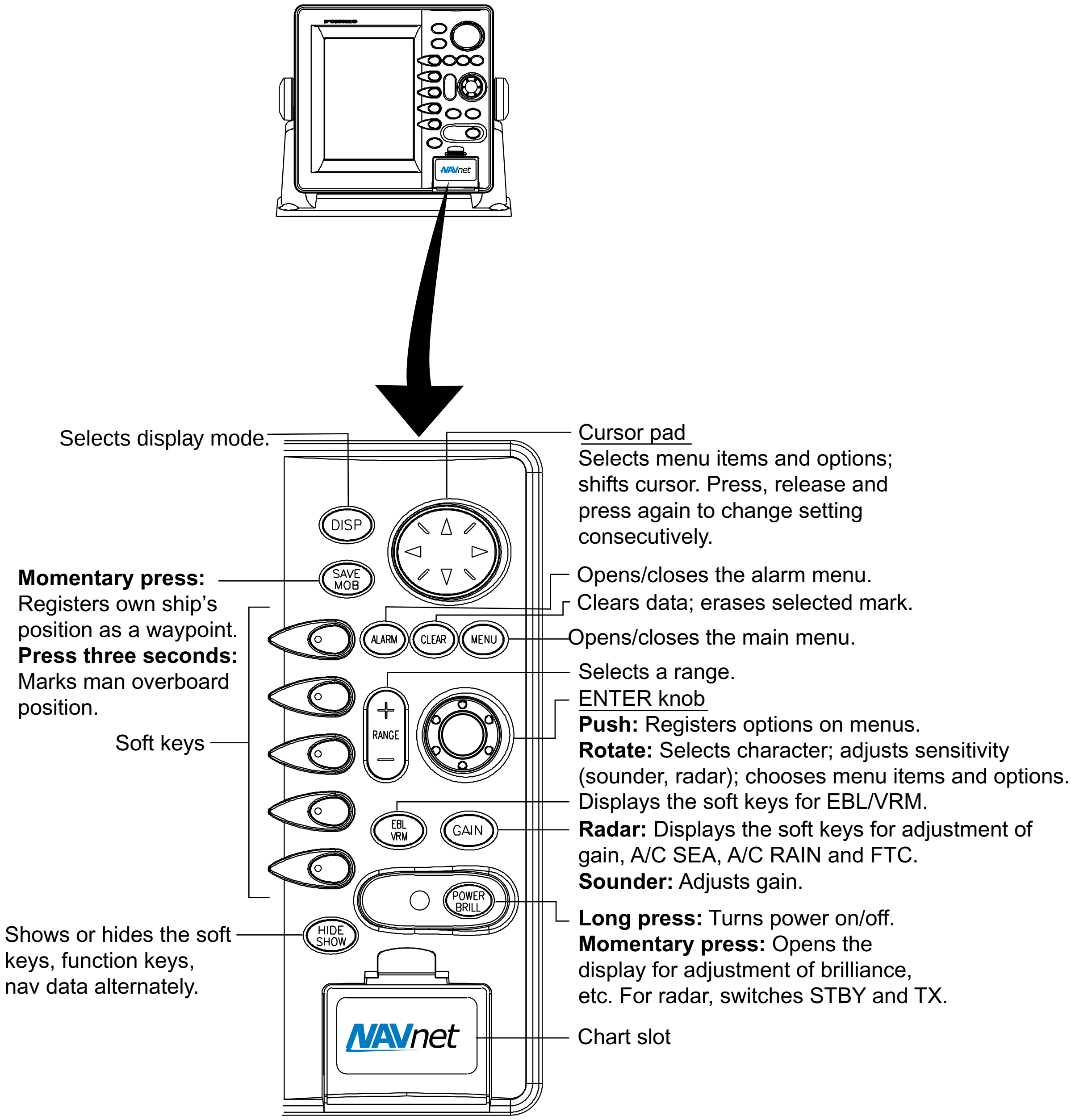
The brilliance of the LCD is adjustable to match a wide variety of lighting conditions. However, its maximum setting may not be sufficiently bright to permit viewing of the display with polarized sunglasses.

1.1 Operating Controls

1.1.1 Display unit controls

Overview of display unit controls

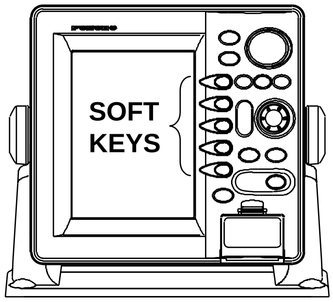
The radar systems are mainly operated with controls of the display unit (and remote controller). Ten keys are labeled and they provide the function shown on their labels. The five soft keys provide various functions according to current operating mode. The [ENTER] knob mainly functions to register selections on the menu and enter alphanumeric data. The cursor pad's main function is to move the cursor across the screen. Whenever you operate a key, a single beep confirms operation. Invalid operation causes the unit to emit three beeps.



Control panel

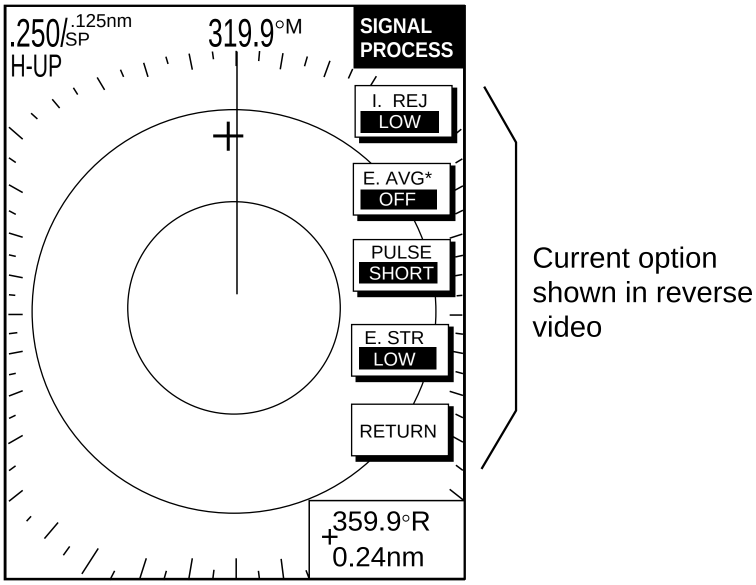
Soft keys

The five soft keys' functions change according to the operation. Their labels for their current functions are shown on the screen to the left of the keys. To hide or show the soft keys, press the [HIDE/SHOW] key. Each press of the key shows preset soft keys, user function keys or turns off navigation information (at the top of the screen).



Display unit

Some soft keys show the current state of the soft key function in reverse video as shown below.



*: Only when MODEL 1833/C series are used as radar source.

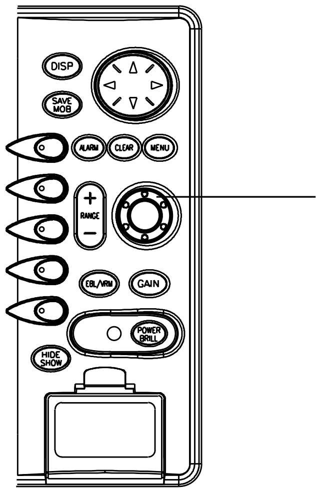
Plotter display

[ENTER] knob

The [ENTER] knob functions to

- Register data
- Enter alphanumeric data such as waypoint name
- Select menu items and options
- Adjust setting

Clockwise rotation of the knob selects an alphabet, symbol or numeric, in one of the sequences shown below. After you have selected desired alphanumeric character push the [ENTER] knob to register your selection.



ENTER knob

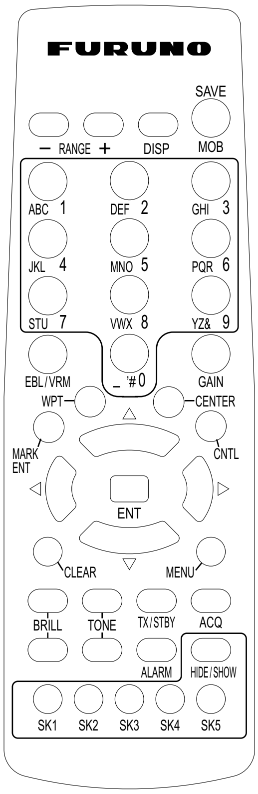
Alphabet, symbol, numeric

A ⇆ B ⇆ C ⇆ D ⇆ E ⇆ F ⇆ G ⇆ H ⇆ I ⇆ J ⇆ K ⇆ L ⇆ M ⇆ N ⇆ O ⇆ P ⇆ Q ⇆ R ⇆ S ⇆ T ⇆ U ⇆ V ⇆ W ⇆ X ⇆ Y ⇆ Z ⇆ & ⇆ _ ⇆ ’ ⇆ # ⇆ 0 ⇆ 1 ⇆ 2 ⇆ 3 ⇆ 4 ⇆ 5 ⇆ 6 ⇆ 7 ⇆ 8 ⇆ 9

Numerics

0 ⇆ 1 ⇆ 2 ⇆ 3 ⇆ 4 ⇆ 5 ⇆ 6 ⇆ 7 ⇆ 8 ⇆ 9

1.1.2 Remote controller



Operating distance
90°: Up to 5 m
±45°: Up to 3 m

Replace the batteries (AA) when the distance from which the display unit can be operated shortens.

Note: The remote controller may become damaged if dropped. Mishandling of the remote controller is not covered by the warranty.

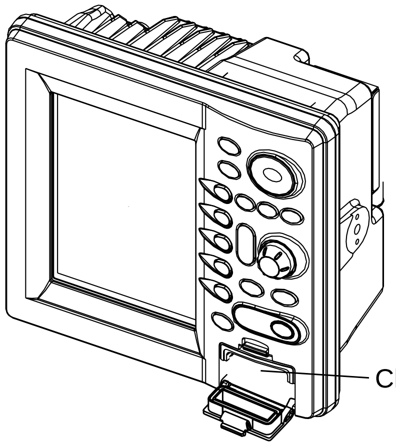
Remote controller

Key	Function	Key	Function
RANGE	Same as RANGE key on display unit.	CLEAR	Same as CLEAR key on display unit.
DISP	Same as DISP key on display unit.	MENU	Same as MENU key on display unit.
SAVE MOB	Same as SAVE MOB key on display unit.	BRILL	Adjusts display brilliance.
Ten keys	Enter alphanumerics.	TONE	Adjusts display contrast.
EBL/VRM	Same as EBL/VRM key on display unit.	TX/STBY	Toggles radar between standby and transmit.
GAIN	Same as GAIN key on display unit.	ACQ	Acquires radar target. (Requires radar source equipped with ARP.)
WPT	Displays “alphabet” WPT list on plotter display.	ALARM	Same as ALARM key on the display unit.
MARK ENT	Same as MARK ENTRY soft key.	HIDE/SHOW	Same as HIDE/SHOW key on display unit.
CENTER	Returns own ship to screen center on plotter display.	SK1 – SK5 (soft keys)	Same as soft keys on display unit.
CNTL	Switches control between displays on combination displays.	ENT	Same as ENTER knob on display unit.

1.2 Inserting a Chart Card

Your unit reads FURUNO and Nav-Charts™ (NAVIONICS), or C-MAP chart cards, depending on its specifications. Insert the appropriate chart card for your area as follows:

1. Open the chart card slot lid.



Display unit

2. Insert desired chart card groove side up.
3. Close the lid to protect the chart drive.

Note 1: Do not insert or remove the chart card while turning power on. This may cause the equipment to freeze.
Note 2: Do not remove a card while the chart is being drawn. This may cause the equipment to freeze.
Note 3: A card remover is supplied to ease removal of chart cards. Attach the card remover to the right-hand side hole on the card and pull to remove card. You can leave the card remover attached to the card while the card is in the card slot - push the card remover leftward until it contacts the recessed area in the card.
Note 4: For multiple display units, do not use the same chart card type in more than one display unit.

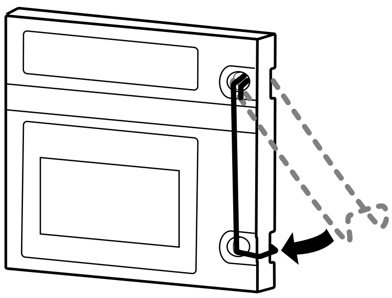
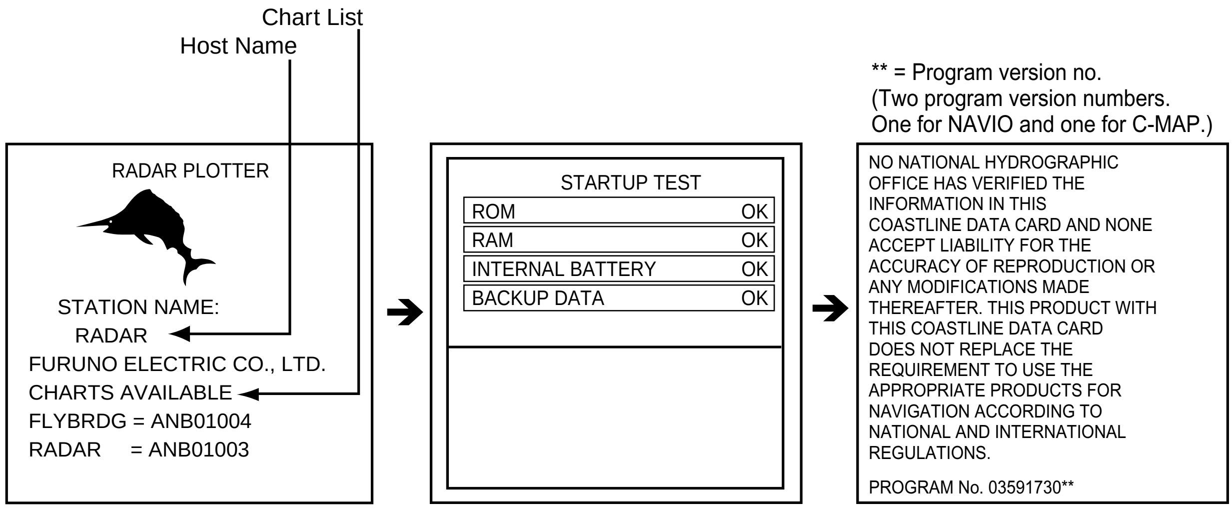


Chart card and card remover

1.3 Turning the Unit On/Off

Press the [POWER/BRILL] key to turn the unit on. A beep sounds and the equipment proceeds in the sequence shown below, displaying the product information screen, startup test results and the chart usage disclaimer, in that order. The startup test checks the ROM, RAM, internal battery and backup data for proper operation, displaying the results for each as OK or NG (No Good). If NG appears, an appropriate message appears on the screen. For any NG, try to press any key to go to the chart disclaimer screen, then perform the diagnostic test referring to the paragraph “7.6 Diagnostics.”



Product information | Startup test | Chart disclaimer

The magnetron in the antenna unit takes about one minutes and thirty seconds to warm up before the radar can be operated. The time remaining for warm up of the magnetron appears at the center of the display, counting down from 1:30 to 0:01.
You may press any key at the chart disclaimer screen to show the last-used display, or wait several seconds to let the equipment do it for you.

To turn the unit off, press and hold down the [POWER/BRILL] key until the screen goes dark (approx. 3 sec.). To protect the LCD attach the hard cover. Note that the network sounder will be turned off approx. three minutes after turning off the power.

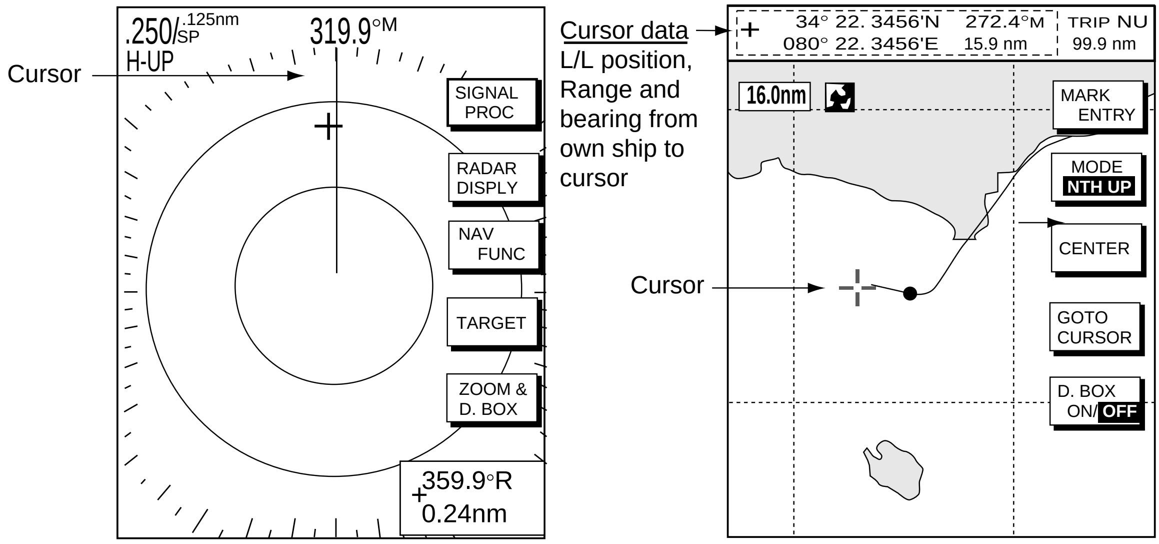
Note: You are asked if you want to start the simulation mode, which provides simulated operation of the equipment, the first time you turn on the power (or any time power is applied after a memory reset) the message shown below is displayed. Push the [ENTER] knob to start the simulation mode, or press the [CLEAR] key to start normal operation. For further details about the simulation mode, see the paragraph “1.8 Simulation Display.”

```
START
SIMULATION MODE?
YES ... PUSH ENTER KNOB
NO  ... PUSH CLEAR KEY
        TO SKIP.
```

1.4 Cursor Pad, Cursor

The cursor pad mainly functions to shift the cursor, for measurement of range and bearing to a location (radar) and latitude and longitude position (plotter). Operate the cursor pad to shift the cursor. The cursor moves in the direction of the arrow or diagonal pressed, on the cursor pad.

For the plotter display, the cursor can be turned off with the CENTER soft key. This also returns own ship marker to the screen center.



Radar display Plotter display

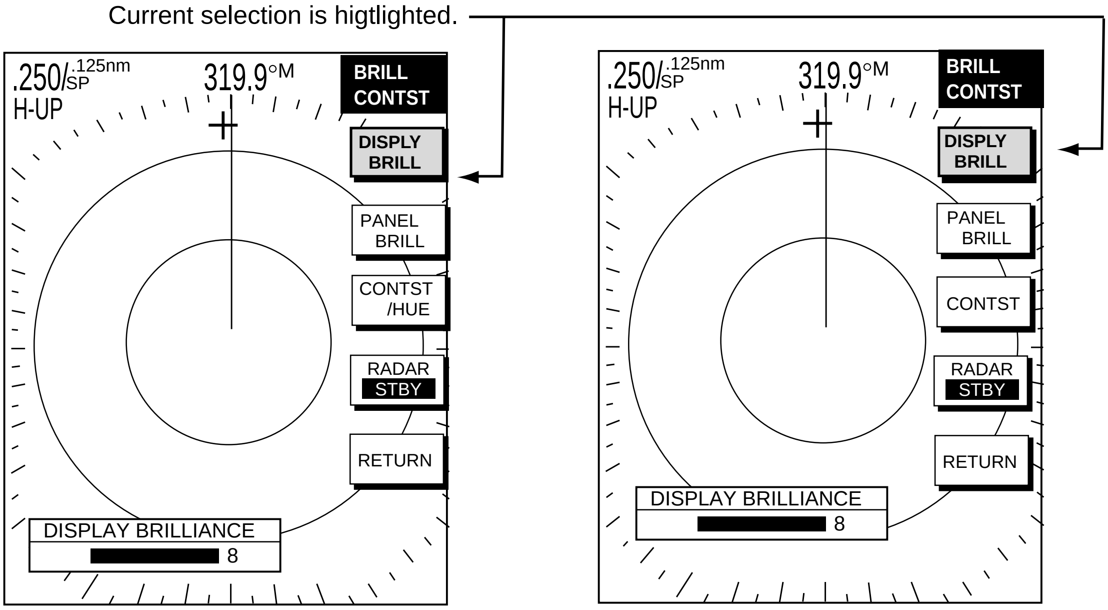
Cursor, cursor data

1.5 Display Brilliance, Panel Brilliance, Contrast, Hue

You can adjust display brilliance, panel brilliance, contrast and hue (MODEL1722C series only) as shown below.

1.5.1 Display brilliance, panel brilliance

1. Press the [POWER/BRILL] key momentarily. A set of soft keys for adjustment of brilliance, contrast and hue (MODEL1722C series only) appear. The last-used adjustment window appears. In the example below the display brilliance adjustment window is shown.

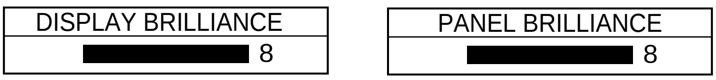


MODEL1722C series

MODEL1722 series

Brilliance adjustment soft keys

2. Press the DISPLY BRILL or PANEL BRILL soft key as appropriate. An adjustment window appears at the bottom of the screen. This window shows the name of the item selected for adjustment plus current brilliance level, by bar graph.



Display brilliance

Panel brilliance

Display brilliance and panel brilliance windows

3. Adjust the [ENTER] knob, clockwise to raise the setting or counterclockwise to decrease it. You may also use the soft key pressed at step 2, in which case the item selected is adjusted cyclically, from low to high. Eight levels of display brilliance and panel brilliance are available.
4. Hit the RETURN soft key to finish.

The display brilliance can be adjusted by pressing the [POWER/BRILL] key. If the unit is turned on with minimum display brilliance, press the [POWER/BRILL] key consecutively to adjust the brilliance.

1.5.2 Contrast

1. Press the [POWER/BRILL] key momentarily.
2. Press the CONTST (monochrome) or CONTST/HUE (color) soft key.
3. **For MODEL1722C series,** two soft keys appear at the pressing of the CONTST/HUE soft key: CONTST and HUE. Press the CONTST soft key to adjust the contrast.

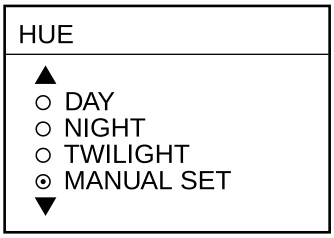


Contrast window

4. Adjust the [ENTER] knob, clockwise to raise the setting or counterclockwise to decrease it. You may also use the CONTST soft key, in which case the item selected is adjusted cyclically, from low to high. 16 levels (monochrome) and 10 levels (color) of contrast are available.
5. Press the RETURN soft key to finish.

1.5.3 Hue (MODEL1722C series)

1. Press the [POWER/BRILL] key momentary.
2. Press the CONTST/HUE soft key.
3. Press the HUE soft key to show the hue setting window.



Hue window

4. Operate the cursor pad or [ENTER] knob to select hue desired, referring to the table below. MANUAL SET follows the color settings on the RADAR DISPLAY SETUP for the radar, CHART DETAILS menu for the plotter and SOUNDER MENU for the sounder.

	Day	Night	Twilight	Applicable mode
Characters	Black	Red	Green	Plotter, radar, sounder
Radar ring	Green*	Red	Green*	Radar
Radar echo	Orange	Red	Yellow	Radar
Background	White	Black	Blue	Plotter, radar
Landmass	Yellow	Light Yellow	Dim Yellow	Radar

*: Red on C-map

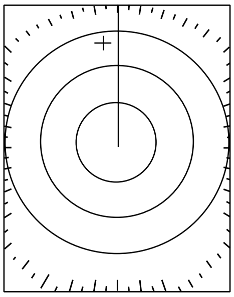
5. Hit the RETURN soft key to finish.

Note: When using the overlay screen, the own ship track will be hidden if the radar background and own ship track are blue and the "MANUAL" hue setting is used. In this case, set HUE to other position and then return to "MANUAL" to show the own ship track in black.

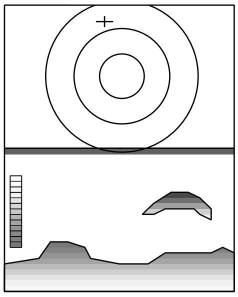
1.6 Selecting a Display

1.6.1 Display modes

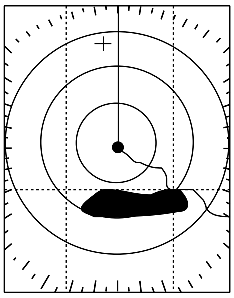
If you have a navigator and network sounder connected, four full-screen displays are available: radar, plotter, and video sounder and navigation data. (MODEL1722C series have five screens, those mentioned above plus the overlay screen.) In addition to the full-screen display, you can divide the screen into half-screen combination displays to show two sets of images (data).



Full screen
(Ex. radar)



Combination screen
(Ex. radar + sounder)



Overlay screen
(Radar and plotter, color model only. Requires L/L data)

Display screens

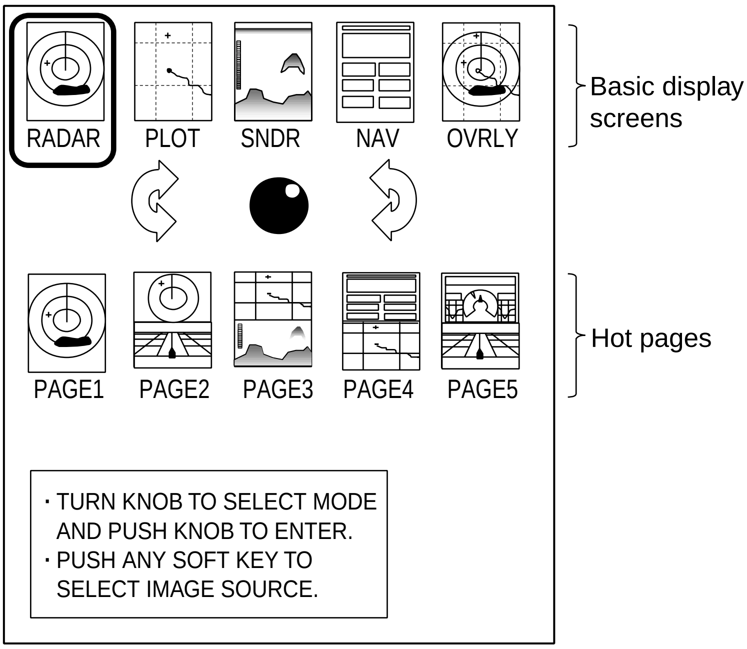
The table below shows the displays available with each screen type.

Screen type and available display screen

Full screen	**Combination screen options**	**Overlay screen options (Color series only)**
Radar, plotter, sounder, nav data	Radar, plotter, echo sounder, compass, highway, compass/highway, nav data, overlay	Radar + plotter

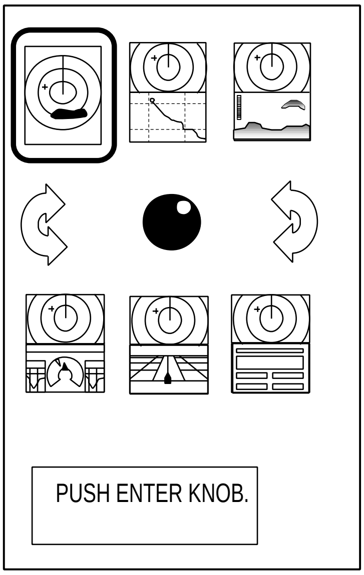
1.6.2 Selecting a display

1. Press the [DISP] key to show the full-screen selection window. The icons of modes not available are marked with "X" mark. PAGE1-PAGE5 are user-arrangeable displays called "hot pages," which you can configure as you like. For further details, see "5.5 Hot Page Setup."



Full-screen selection window ("overlay" for color model)

2. Rotate the [ENTER] knob to select a basic display screen or a hot page screen.
3. Push the [ENTER] knob. If you selected a basic display screen, a set of combination display screens corresponding to the basic display screen that was selected appear. In the example below, radar combination displays are shown.

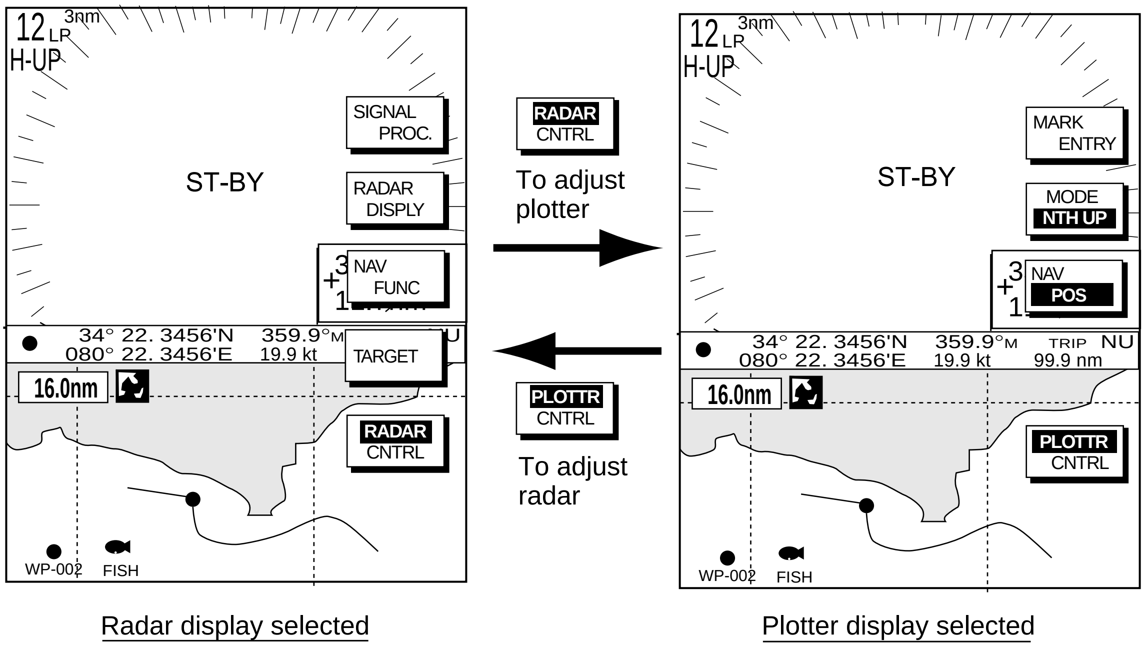


Radar combination screen selection window

4. Operate the [ENTER] knob to select the combination screen display desired and push it to set.

1.6.3 Switching control in combination and overlay screens

A soft key is provided in relevant combination and overlay screens (color series only) to switch control between displays. In the example below, the RADAR CNTRL and PLOTTR CNTRL soft keys enable switching control between the radar and plotter screens in the plotter/radar combination display.



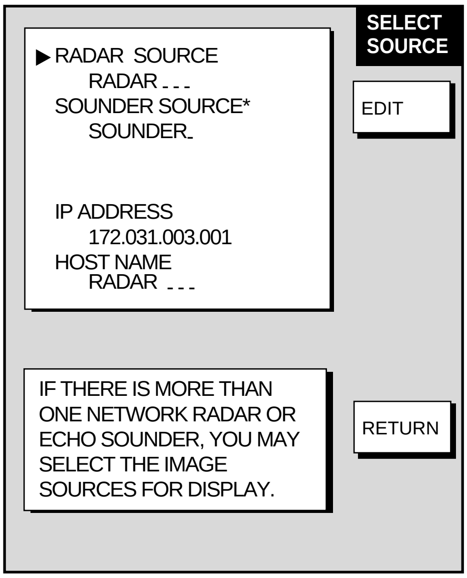
How to switch control between modes in the plotter/radar combination display

1.6.4 Selecting radar source

When other network radar is connected to the equipment, you may select an image source as shown below. This is not necessary when no other network radar is connected. Select one host name for the source though there are two or three radar units on the net.

Note: Turn the power off whenever changing the source.

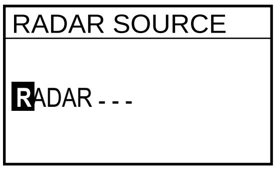
1. Press the [DISP] key.
2. Press any soft key to show the following display.



*: Do not change this setting.

Select source menu

3. Use the cursor pad to select RADAR SOURCE and press the EDIT key.



Radar source

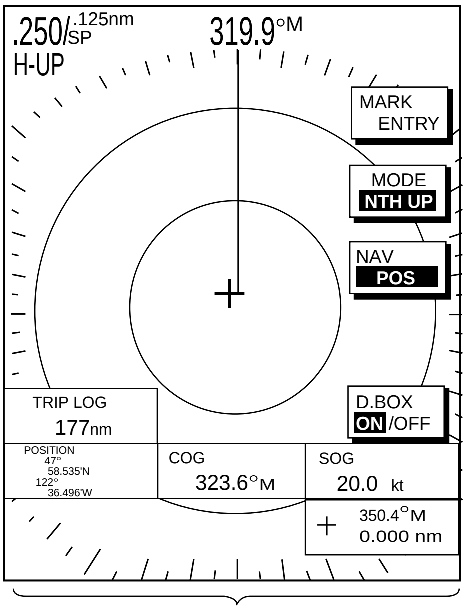
Radar source and sounder source windows

4. Use the cursor pad and [ENTER] knob to enter source host name: ◄ or ► to select position and rotate the [ENTER] knob to select character.
5. Press the [ENTER] soft key or [ENTER] knob.
6. Confirm that the correct host name is entered.
7. Press the [DISP] key to finish.
8. Turn the power off and on again.

Note: Sources names are determined at installation. For example, the source names for radars in a two radar system might be “RADAR” and “RADAR1”.

1.7 Data Boxes

Data boxes, providing navigation data, may be shown on any full-screen display. Up to six data boxes (two in case of large characters) may be shown, and the default data boxes are position (in latitude and longitude), course over ground, speed over ground, trip log and cursor position. The user may choose which data to display, where to locate it, and show or hide it as desired. In addition, data boxes may be set independently for each display mode (radar, plotter, sounder). For how to select data for the data boxes, see paragraph “5.5 Data Boxes Setup”.



Data boxes

Plotter display, showing data boxes

1.7.1 Showing, hiding data boxes with soft key

Radar: ZOOM & D. BOX → D. BOX ON/OFF (EBL/VRM data box, cursor data box also shown/hidden)
Plotter: D. BOX ON/OFF
Sounder: AUTO/D. BOX→D. BOX ON/OFF

1.7.2 Rearranging data boxes

You may select the location for data boxes as follows:

1. Using the cursor pad, move the cursor to the data box you wish to move. As the cursor enters the box it changes to a hand. Push the [ENTER] knob, and the hand changes to a fist, meaning the box is correctly selected.
2. Use the cursor pad to drag the data box to the location desired and push the [ENTER] knob.

1.7.3 Temporarily erasing a data box

You may temporarily erase a data box. Use the cursor pad to place the cursor inside the data box you wish to erase and press the [CLEAR] key. To redisplay the box, press the ZOOM & D.BOX soft key D.BOX soft key to display it.

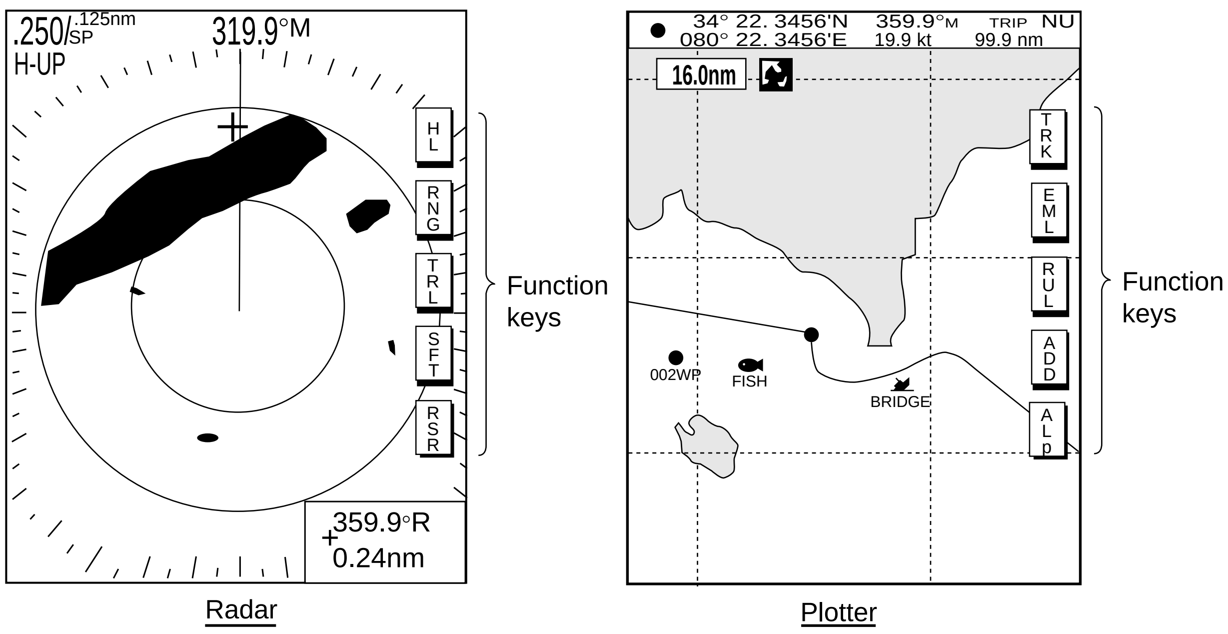
1.8 Function Keys

The function keys provide for one-touch call up of a desired function. The default function key settings are as shown in the table below.

Function Key	Default Setting, Key Label		
	Radar	Plotter	Echosounder
#1	Heading line on/off, HL	Track on/off, TRK	TLL output, TLL
#2	Rings on/off, RNG	Edit mark/line, EML	Clutter, CLT
#3	Echo trail, TRL	Ruler, RUL	Signal level, SLV
#4	Offcenter, SFT	Add new waypoint, ADD	Noise limiter, NL
#5	Radar source, RSR	Waypoint alphanumeric list, ALP	Picture advance, PA

1.8.1 Executing a function

1. Press the [HIDE/SHOW] key to replace the preset soft key labels with the function key labels.



Function keys

2. Press function key desired.

Note: Function keys can be individually programmed for the radar, plotter and sounder displays. For further details see the following:

Radar: paragraph 5.2.3
Plotter: paragraph 5.3.2

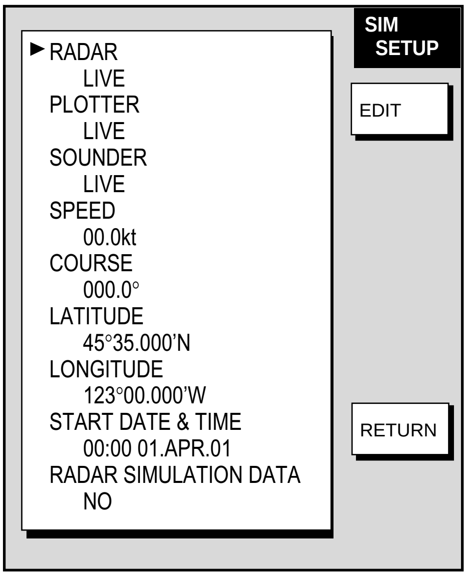
1.9 Simulation Display

The simulation display, for use by service technicians for demonstration purposes, provides simulated operation to help acquaint you with the many features your unit has to offer. It allows you to view and control a simulated plotter, radar and sounder picture, without position-fixing equipment, network radar or a network sounder. Most controls are operative, thus you may practice setting destination, enter waypoints, measure range and bearing to a target, etc.

The simulation icon (SIM) appears when any simulation mode is active.

To start the simulation display;

1. Press the [MENU] key.
2. Press the SYSTEM CONFIGURATION, SYSTEM SETUP and SIMULATION SETUP soft keys in that order.



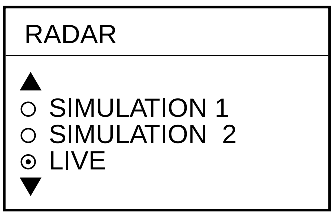
Simulation setup menu

2. Follow appropriate procedure shown below.

<u>Radar</u>

<u>Internally generated echoes</u>

1. Select RADAR, then press the EDIT soft key.



2. Select SIMULATION 1 and press the [ENTER] knob.
3. Press the [MENU] key to close the menu.

Antenna unit-generated echoes

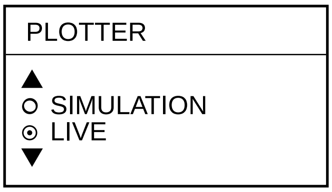
1. Select RADAR SIMULATION DATA, then press the EDIT soft key.
2. Select YES and push the [ENTER] knob to erase simulation data and get new data. The message “Now getting demo data. Do not turn off display unit.” appears while the unit is receiving radar data.

   Note: If the network radar could not be found “Radar source is not found. Cannot get demo data.” appears. Wait one minute after the message disappears. Actual time may be longer depending on the system configuration. And if the radar is not active, the message “Radar is not active. Cannot get demo data.” is displayed. Check that the radar is plugged in and its signal cable is firmly fastened.

3. Select RADAR, then press the EDIT soft key.
4. Select SIMULATION 2, then press the [ENTER] knob.
5. Press the [MENU] key to close the menu.

Plotter

1. Select PLOTTER, then press the EDIT soft key.



2. Select SIMULATION, then press the [ENTER] knob.
3. Select SPEED and press the EDIT soft key.
4. Enter speed (setting range, 0-99 kt, default speed, 0 kt) with the alphanumeric keys and push the [ENTER] knob.
5. Select COURSE and press the EDIT key.
6. Select “8 FIGURE” to trace the simulated ship’s track in a figure-eight course, or enter your own course at DIRECTION. Use the trackball to select digit and enter value with the alphanumeric keys.
7. Press the ENTER soft key.
8. Select LATITUDE and press the EDIT soft key.
9. Enter latitude (setting range, 85°N-85°S, default setting, 45°35.000’N) and push the [ENTER] knob.
10. Select LONGITUDE and press the EDIT soft key.
11. Enter longitude (setting range, 180°E-180°W, default setting, 125°00.000’W) and push the [ENTER] knob.
12. Select START DATE & TIME and push the EDIT soft key.
13. Enter start date and time and push the [ENTER] knob.
14. Press the [MENU] key to close the menu.

Sounder

1. Select SOUNDER, then press the EDIT soft key.

SOUNDER
▲
○ SIMULATION 1
○ SIMULATION 2
⊙ LIVE
▼

2. Select SIMULATION 1 (internally generated echoes) or SIMULATION 2 (network sounder-generated echoes), then press the [ENTER] knob.

   Note 1: If the network sounder could not be found “Sounder source is not found. Cannot get simulation data.” appears. And if the sounder is not active, the message “Sounder is not active. Cannot get simulation data.” is displayed. Check that the sounder is plugged in and its signal cable is firmly fastened.

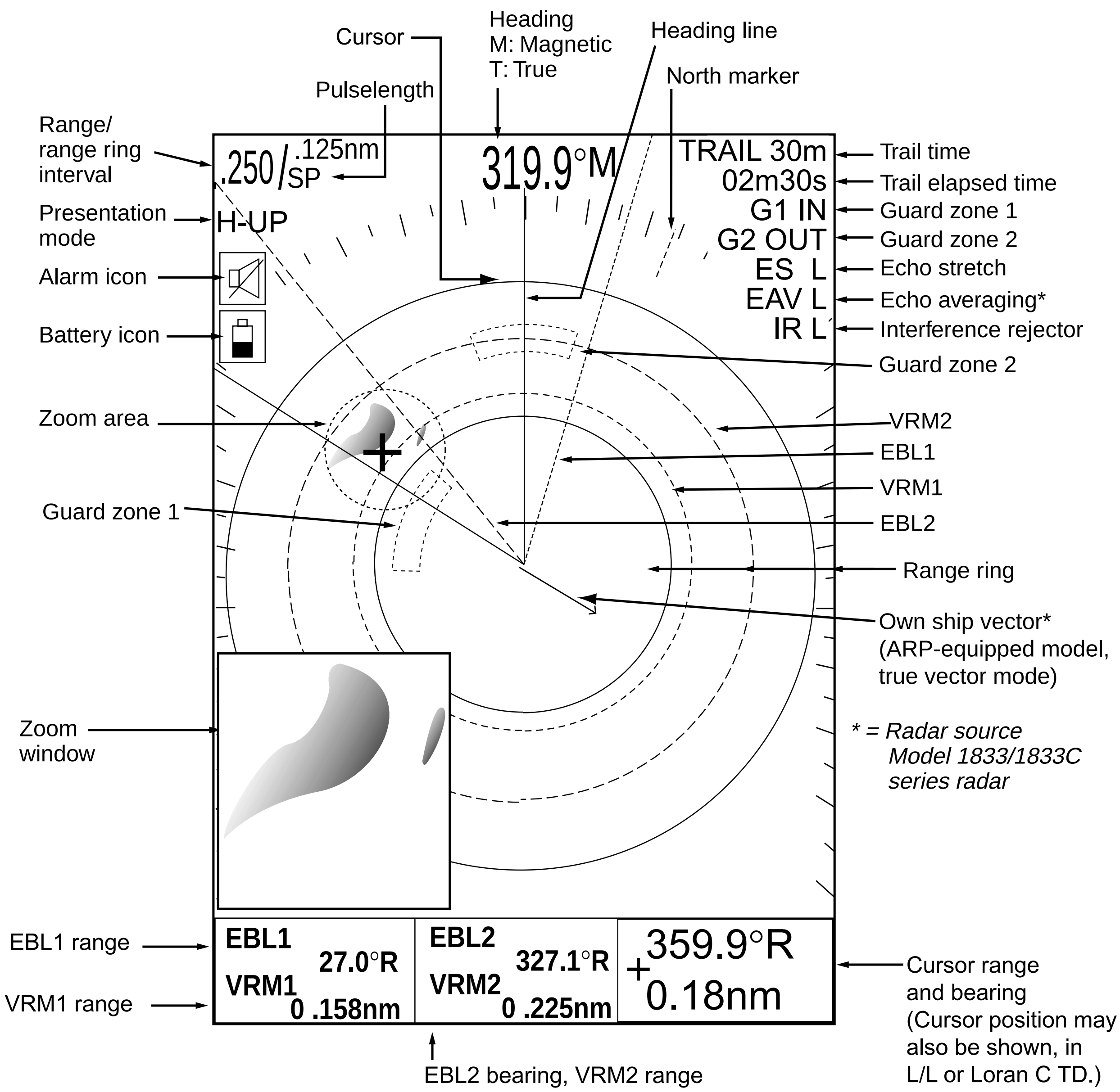
   Note 2: The gain, shift, range and mode of the SIMULATION 1 mode picture cannot be adjusted.

3. Press the [MENU] key to close the menu.

2. RADAR OPERATION

This chapter covers radar operation, including the ARP (Automatic Plotter) function. ARP requires connection of MODEL1833/1833C series network radar equipped with the ARP circuit board.

2.1 Radar Display



Radar display

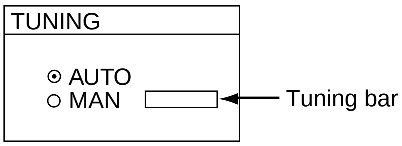
2.2 Transmitting, Stand-by

1. Turn the power on. The products information appears and is then followed by the radar screen. You can display the radar screen at once by pressing the any key.
2. Press the [POWER/BRILL] key momentarily.
3. Press the RADAR STBY soft key to highlight TX on its label.
4. When the radar picture is not required, but you want to keep it in a state of readiness, press the [POWER/BRILL] key momentarily followed by RADAR TX soft key.
5. Press the RETURN soft key to finish.

2.3 Tuning

The radar receiver can be tuned automatically or manually, and the default tuning method is automatic. To adjust manually or switch to automatic tuning, do the following:

1. Press the [MENU] key to display the main menu.
2. Press the RADAR DISPLAY SETUP soft key.
3. Select TUNING and press the EDIT soft key.



Tuning window

4. Choose MAN or AUTO as appropriate.
5. For manual tuning, adjust the [ENTER] knob until the tuning bar is at its longest position.
6. Press the RETURN soft key.
7. Press the [MENU] key to close the menu.

Note: If the auto setting does not provide satisfactory tuning, see the installation manual for how to adjust tuning.

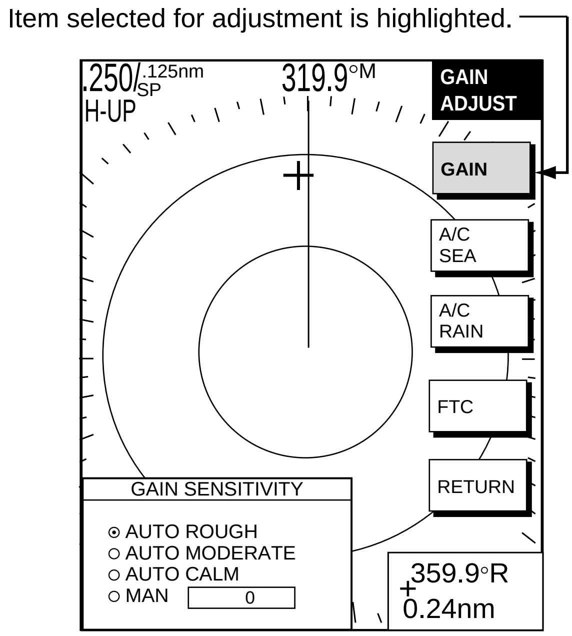
2.4 Adjusting the Gain

The [GAIN] key adjusts the sensitivity of the radar receiver. It works in a manner similar to the volume control of a broadcast receiver, which amplifies received signals.

The proper setting is such that the background noise is just visible on the screen. If your gain setting is too low, weak echoes may be missed. On the other hand excessive gain yields too much background noise; strong targets may be missed because of the poor contrast between desired echoes and the background noise on the display.

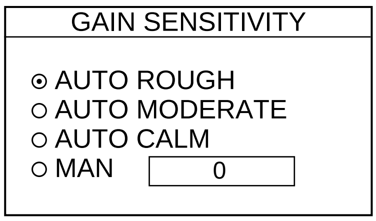
To adjust the receiver gain, transmit on long range, and then do the following:

1. Press the [GAIN] key. The last-used “adjustment window” is displayed. In the example below, the gain sensitivity adjustment is shown.



Gain adjustment soft keys

2. If the gain sensitivity window is not displayed, press the GAIN soft key to show it.



Gain sensitivity window

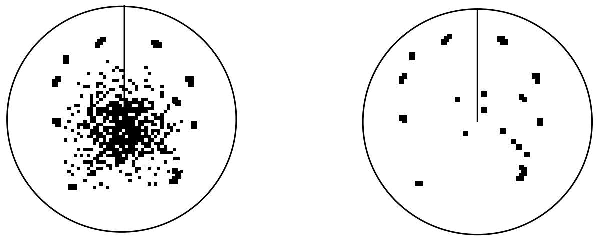
3. Press ▲ or ▼ to select AUTO ROUGH, AUTO MODERATE, AUTO CALM, or MAN (manual) as appropriate. Select an AUTO option according to the sea state.
4. For manual adjustment, rotate the [ENTER] knob to adjust. The range of adjustment is 0-100(%).
5. Press the [GAIN] key on the front panel or the RETURN soft key to finish.

2.5 Reducing Sea Clutter

2.5.1 How the A/C SEA works

Echoes from waves can be troublesome, covering the central part of the display with random signals known as “sea clutter”. The higher the waves and the higher the antenna is above the water, the further the clutter will extend. Sea clutter may affect radar performance because real targets are sometimes hidden by the echoes of small waves. (See the left-hand figure in the figure below.) When sea clutter masks the picture, adjust the A/C SEA to reduce the clutter.

The A/C SEA reduces the amplification of echoes at short ranges (where clutter is the greatest) and progressively increases amplification as the range increases, so amplification will be normal at those ranges where there is no sea clutter.



Sea clutter at screen center

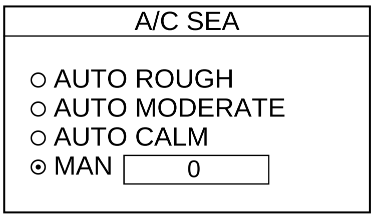
A/C SEA adjusted; sea clutter suppressed

Effect of A/C SEA

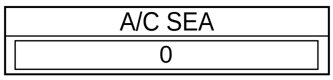
2.5.2 Adjusting A/C SEA

A/C SEA should be adjusted so that the clutter is broken up into small dots, and small targets become distinguishable.

1. Press the [GAIN] key.
2. Press the A/C SEA soft key to show the A/C SEA setting window.



Model 1722/C series radar



Model 1833/C series radar

A/C SEA setting window

3. **When the radar source is the Model 1722/C series radar,** press ▲ or ▼ to select AUTO ROUGH, AUTO MODERATE, AUTO CALM, or MAN (manual) as appropriate. Select an AUTO option according to sea state.
4. For manual adjustment, rotate the [ENTER] knob to adjust while observing radar echoes. The range of adjustment is 0-100(%). Do not overadjust the A/C SEA – weak target echoes may be missed.

5. **When the radar source is the Model 1833/C series radar,** A/C SEA and A/C RAIN can be automatically adjusted. Press the A/C AT soft key to select ON or OFF as appropriate. When turned on, it overrides A/C SEA and A/C RAIN settings.
6. Press the [GAIN] key on the front panel or RETURN soft key to finish.

2.6 Reducing Precipitation Clutter

The vertical beamwidth of the antenna is designed to see surface targets even when the ship is rolling. However, by this design the unit will also detect rain clutter (rain, snow, hail, etc.) in the same manner as normal targets. Precipitation clutter shows as random dots on the screen.

2.6.1 Adjusting the A/C RAIN

When echoes from precipitation mask solid targets, adjust the A/C RAIN. This split up these unwanted echoes into a speckled pattern, making recognition of solid targets easier.

1. Press the [GAIN] key.
2. Press the A/C RAIN soft key to show the A/C RAIN window.

A/C RAIN
0

A/C RAIN setting window

3. Rotate the [ENTER] knob to adjust the A/C RAIN affect. The current level is shown on the A/C RAIN level bar in the A/C RAIN window, and the range of adjustment is 0 to 100(%). Do not overadjust the A/C RAIN – weak target echoes may be missed.
4. Press the [GAIN] key on the front panel or RETURN soft key to finish.

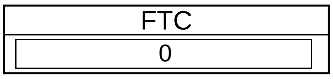
2.6.2 Adjusting the FTC

To suppress rain clutter from heavy storms or scattered rain clutter, adjust the FTC. The FTC splits up these unwanted echoes into a speckled pattern, making recognition of solid targets easier.

Note: In addition to reducing clutter, the FTC can be used in fine weather to clarify the picture when navigating in confined waters. However, with the circuit active the receiver is less sensitive. Therefore, turn off the FTC, by setting it for “0”, when its function is not required.

FTC is available when the radar source is the MODEL1722 series radar.

1. Press the [GAIN] key.
2. Press the FTC soft key to show the FTC window.



FTC setting window

3. Rotate the [ENTER] knob to adjust. The range of adjustment is 0-100(%). Do not overadjust the FTC – weak target echoes may be missed.
4. Press the [GAIN] key on the front panel or RETURN soft key to finish.

2.7 Range Scale

The range setting determines the size of the area (in nautical miles) that will appear on your display. in addition, the range setting will also automatically adjust the range ring interval so that accurate range measurements may be made while operating on any range setting.

The range, range ring interval and pulselength appear at the top left-hand corner of the display.

Press the [RANGE (+ or -)] key to change the range scale.

Range scales (nm, sm)

Range	0.125	0.25	0.5	0.75	1	1.5	2	3	4	6	8	12	16	24	36	48	64
Ring Interval	0.0625	0.125	0.125	0.25	0.25	0.5	0.5	1	1	2	2	3	4	6	12	12	16
No. of Rings	2	2	4	3	4	3	4	3	4	3	4	4	4	4	3	4	4

Range scales (km)

Range	0.25	0.5	0.75	1	1.5	2	3	4	6	8	12	16	24	36	48	64
Ring Interval	0.125	0.25	0.25	0.25	0.5	0.5	1	1	2	2	3	4	6	12	12	16
No. of Rings	2	2	3	4	3	4	3	4	3	4	4	4	4	3	4	4

Note 1: Maximum range depends on the network radar as shown below.

Model 1722, 1722C: 24 nm
Model 1732, 1732C, 1742, 1742C, 1833, 1833C: 36 nm
Model 1762, 1762C, 1933, 1933C: 48 nm
Model 1943, 1943C: 64 nm

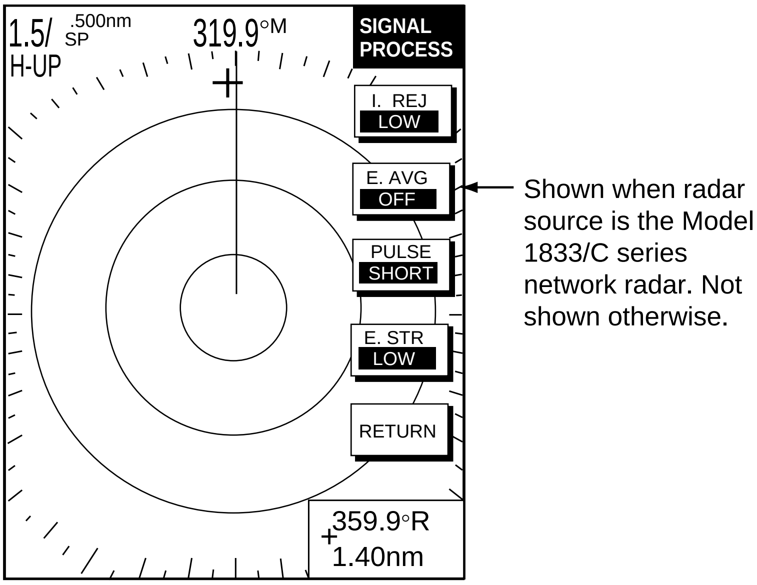
Note 2: You may choose which ranges to use from the RADAR RANGE SETUP menu. For details see paragraph 5.2.2.

2.8 Pulselength

The pulselength in use is displayed at the upper left corner of the display. Appropriate pulselengths are preset to individual range scales. Therefore, you are not usually required to select them. If you are not satisfied with the current pulselength setting, however, it is possible to change it for the 1.5 and 3 nm (sm) ranges (3 and 6 kilometer ranges) as below. Generally, select a longer pulse for longer detection range and shorter pulse for better range discrimination.

1.5 nm, 1.5 sm, 3 km: Short pulse, medium pulse
3 nm, 3 sm, 6 km: Middle pulse, long pulse

1. Press HIDE/SHOW to show soft the radar soft keys.
2. Set the range to 1.5 or 3 nm, whichever you want to set.
3. Press the SIGNAL PROC. soft key.



Signal process soft keys

3. Press the PULSE soft key to select the pulselength setting. SHORT or MEDIUM for 1.5 nm, 1.5 sm, 3 km and MEDIUM or LONG for 3 nm, 3 sm, 6 km.
4. Press the RETURN soft key to finish.

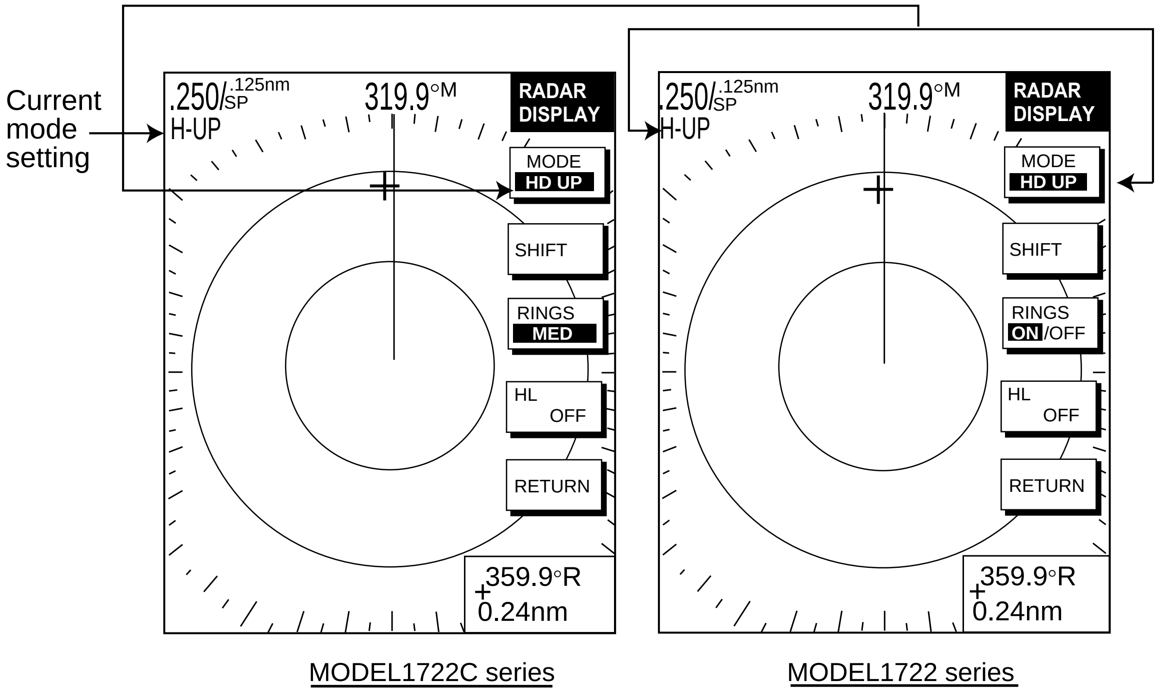
2.9 Presentation Mode

This unit provides four radar presentation modes: head-up, course-up, north-up and true motion.

Heading data is required for modes other than head-up. (When you use the network radar, input the radar source.)

2.9.1 Selecting a presentation mode

1. Press HIDE/SHOW to show soft the radar soft keys.
2. Press the RADAR DISPLY soft key to show the RADAR DISPLAY soft keys.



Radar display soft keys

3. Press the MODE soft key. Each pressing of the key changes the presentation mode and the presentation mode indication in the sequence of North-up, True Motion, Head-up, and Course-up.
4. Press the RETURN soft key to finish.

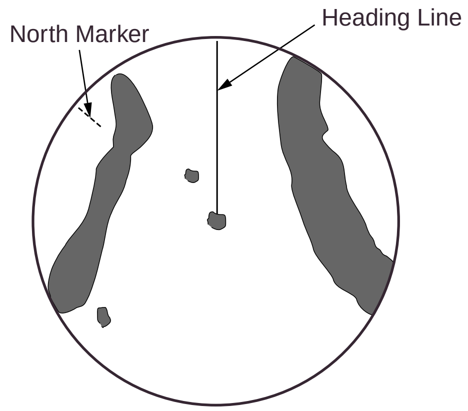
Note: When heading data is lost, the presentation mode automatically goes to head-up, the heading indication at the screen top shows "- - -.-°" and the audio alarm sounds. Press the [ALARM] key to acknowledge the alarm. The message "HEADING DATA MISSING" appears. Restore compass signal to show heading indication. Use the MODE soft key to select presentation mode if necessary. The audio alarm may be silenced with the [CLEAR] key.

2.9.2 Description of presentation modes

Head-up (HU)

A display without azimuth stabilization in which the line connecting the center with the top of the display indicates own ship's heading. The targets are painted at their measured distances and in their directions relative to own ship's heading.

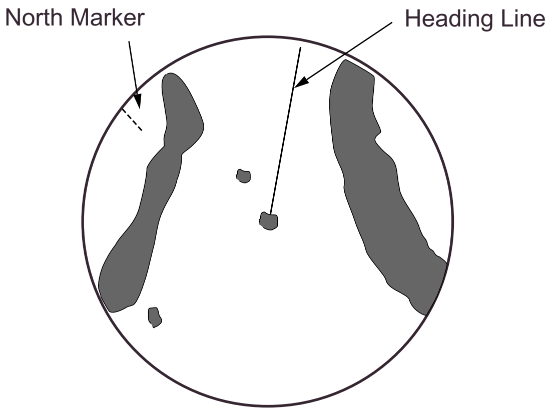
The short line on the bearing scale is the north marker.



Head-up presentation mode

Course-up (CU)

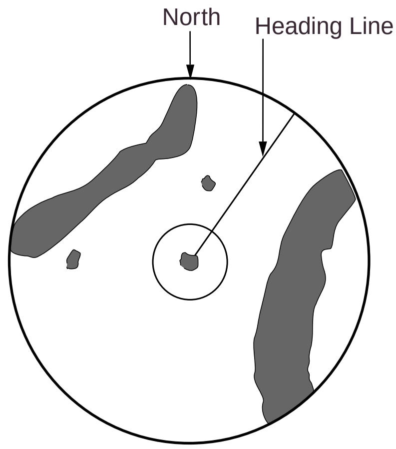
The radar picture is stabilized and displayed with the currently selected course at the top of the screen. As you change heading, the ship's heading marker moves. If you select a new course, the picture resets to display the new course at the top of the display.



Course-up presentation mode

North-up (NU)

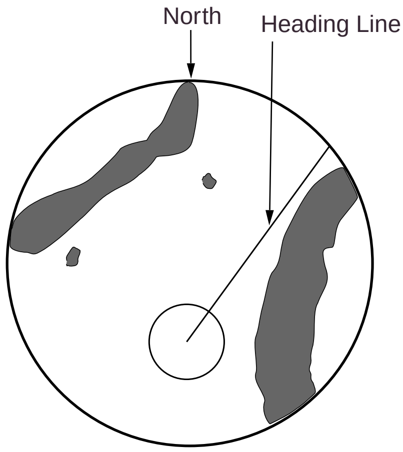
In the north-up mode, targets are painted at their measured distances and in their true (compass) directions from own ship. North is maintained at the top of the screen. The heading line changes its direction according to the ship's heading.



North-up presentation mode

True motion (TM)

Fixed radar targets maintain a constant position on the screen, while your own ship moves across the radar image at the correct speed and heading. A map-like image is displayed, with all moving vessels traveling in true perspective to each other and to fixed landmasses. As your ship's position approaches the edge of the screen, the radar display is automatically reset to reveal the area ahead of your ship. You can manually reset your ship's position at any time by pressing the RADAR DISPLAY soft key followed by the SHIFT soft key.



True motion presentation mode

2.10 Measuring the Range

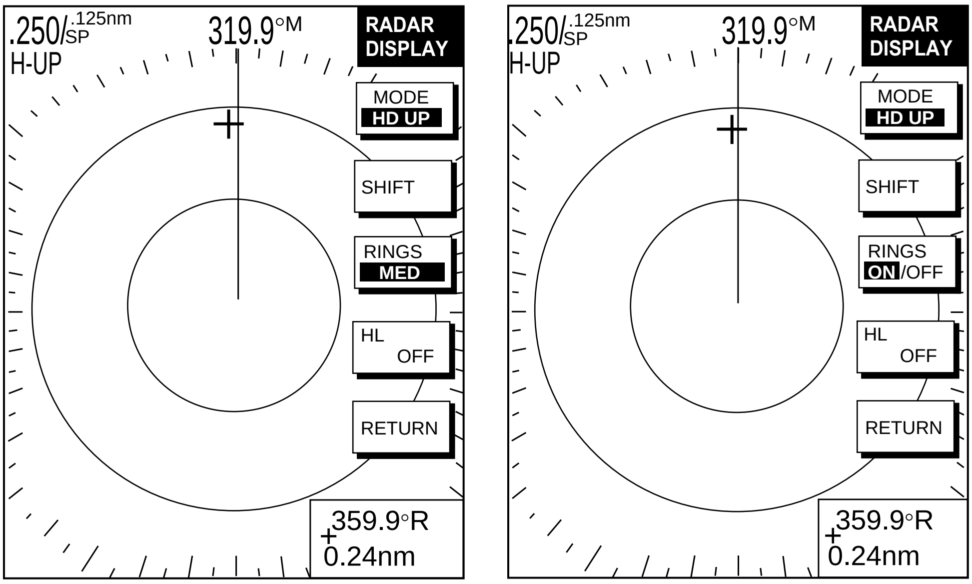
You can measure the range to a radar target three ways: by the range rings, by the cursor, and by the VRM (Variable Range Marker).

2.10.1 Measuring range by range rings

Count the number of rings between the center of the display and the target. Check the range ring interval and judge the distance of the echo from the inner edge of the nearest ring.

To turn the range rings on, do the following:

1. If not displayed, press the [HIDE/SHOW] key to show the radar soft keys.
2. Press the RADAR DISPLY soft key.



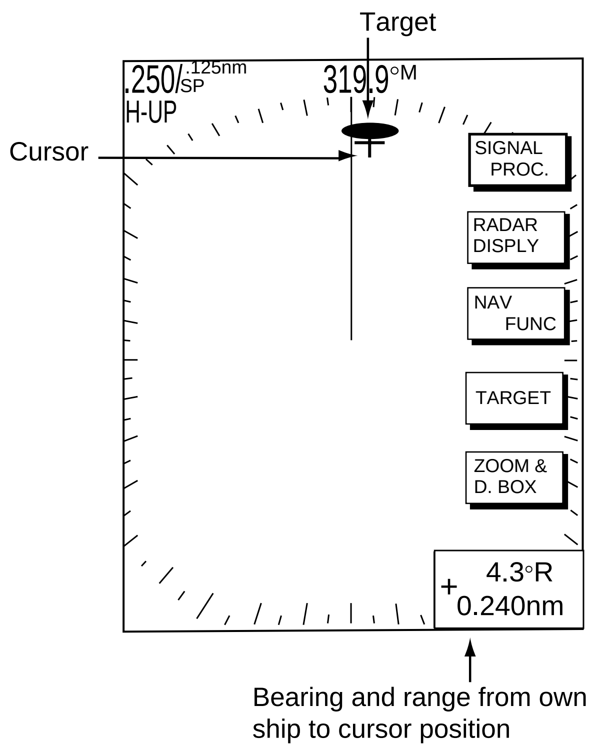
MODEL1722C series MODEL1722 series

Radar display soft keys

3. Press the RINGS soft key to select ON (MODEL1722 series) or desired brilliance (MODEL1722C series) among LOW, MED and HIGH.
4. Press the RETURN soft key to finish.

2.10.2 Measuring range by cursor

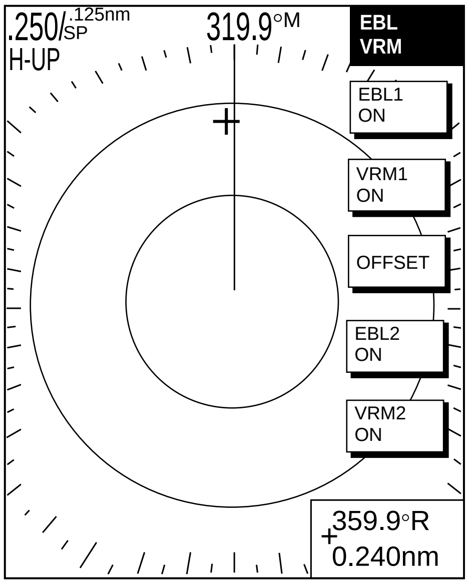
Operate the cursor pad to place the cursor intersection on the inside edge of the radar target. The range to the target, as well as the bearing, appears to the right of "+" at the bottom of the display.



How to measure range and bearing to a target with the cursor

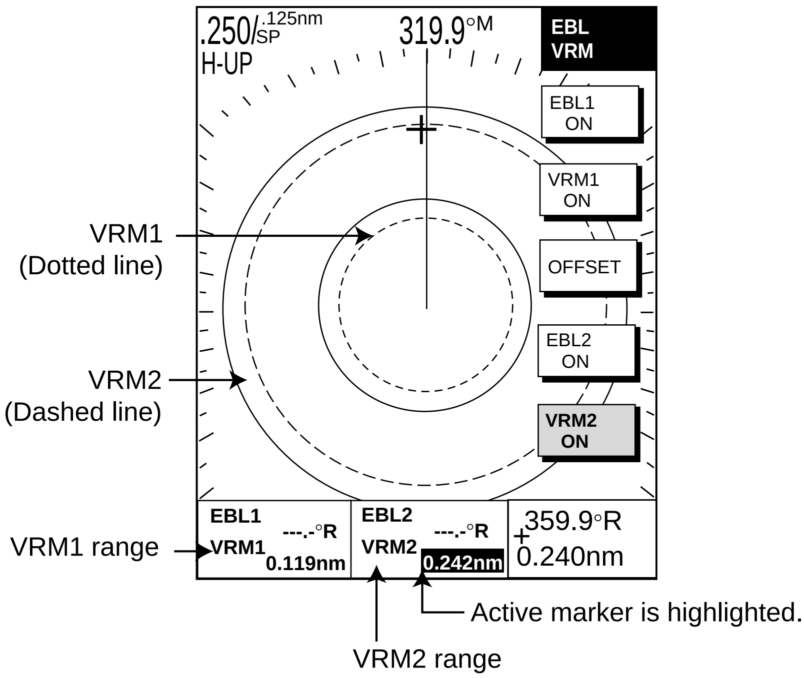
2.10.3 Measuring range by VRM

1. Press the [EBL/VRM] key to display the EBL/VRM soft keys.



EBL/VRM soft keys

2. Press the VRM1 ON (dotted ring VRM) or VRM2 ON (dashed ring VRM) soft key to select the desired VRM. The selected VRM's indication, at the bottom of the screen, is highlighted.
3. Rotate the [ENTER] knob the place the VRM on the inside edge of a radar target. Read the VRM indication to find range to the target.
4. You may hide the EBL/VRM soft keys by pressing the [EBL/VRM] key.



How to measure range with the VRM

2.10.4 Erasing a VRM, VRM indication

Press appropriate VRM soft key and press the [CLEAR] key. The VRM is erased, and its indication becomes blank.

2.10.5 Erasing EBL/VRM data boxes

Press the EBL or VRM soft key associated with the EBL/VRM data box you wish to erase. Press the [CLEAR] key once or twice to erase the data box.

2.10.6 Hiding EBL/VRM data boxes

Press the ZOOM & D. BOX and D. BOX ON/OFF soft keys to show or hide the EBL/VRM data boxes.

2.10.7 Moving EBL/VRM data boxes

When an EBL/VRM data box is obscuring a target that you need to see, you can move it to another location as shown below. This cannot be done when the EBL/VRM soft keys are shown.

1. Press the [EBL/VRM] key to erase the EBL/VRM soft keys if shown.
2. Using the cursor pad, place the cursor inside the data box you wish to move. As the cursor enters the box it changes to a “hand.” Push the [ENTER] knob, and the hand changes to a fist, meaning the data box is correctly selected.
3. Use the cursor pad to drag the data box to the location desired and push the [ENTER] knob.

2.11 Measuring the Bearing

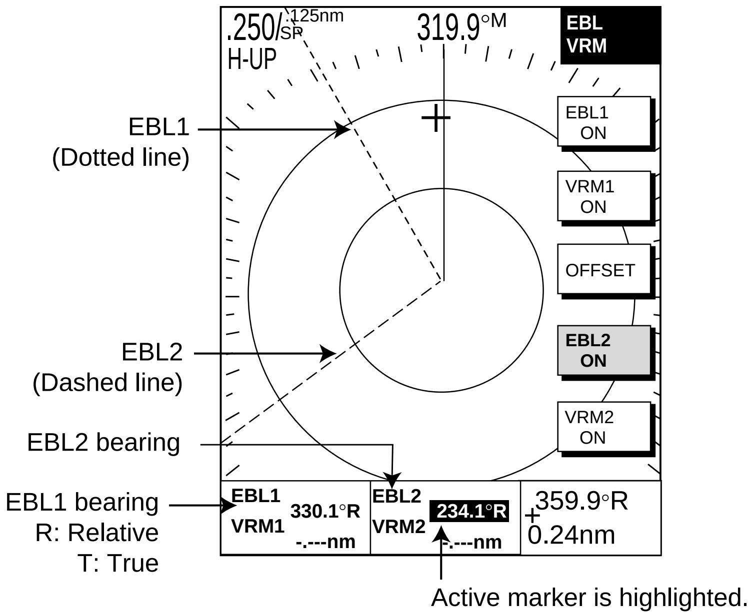
There are two ways to measure the bearing to a target: by the cursor, and by the EBL (Electronic bearing Line).

2.11.1 Measuring bearing by cursor

Use the cursor pad to locate the cursor to the center of the target The bearing to the target appears in the range and bearing box at the bottom right-hand corner on the screen, next to the “+” mark.

2.11.2 Measuring bearing by EBL

1. Press the [EBL/VRM] key.
2. Press the EBL1 ON (dotted line EBL) or EBL2 ON (dashed line EBL) soft key to select the desired EBL. The selected EBL’s indication, at the bottom of the screen, is highlighted.
3. Rotate the [ENTER] knob to bisect the radar target with the EBL. Read the EBL indication to find the bearing to the target
4. You may hide the EBL/VRM soft keys by pressing the [EBL/VRM] key.



How to measure bearing with the EBL

Note: Bearing can be shown Relative to ship's heading (relative) or in reference to North (True). This setting may be changed by changing the EBL REFERENCE setting, which is in the RADAR DISPLAY SETUP menu. See the paragraph "5.2.1 Radar display setup."

2.11.3 Erasing an EBL, EBL indication

Press appropriate EBL soft key and press the [CLEAR] key. The EBL is erased and its indication becomes blank.

2.11.4 Erasing EBL/VRM data boxes

Press the EBL or VRM soft key associated with the EBL/VRM data box you wish to erase. Press the [CLEAR] key once or twice to erase the data box.

2.11.5 Hiding EBL/VRM data boxes

Press the ZOOM & D. BOX and D. BOX ON/OFF soft keys to show or hide the EBL/VRM data boxes.

2.11.6 Moving EBL/VRM data boxes

When an EBL/VRM data box is obscuring a target that you need to see, you can move it to another location as shown below. This cannot be done when the EBL/VRM soft keys are shown.

1. Press the [EBL/VRM] key to erase the EBL/VRM soft keys if appears.
2. Using the cursor pad, place the cursor inside the data box you wish to move. As the cursor enters the box it changes to a "hand." Push the [ENTER] knob, and the hand changes to a fist, meaning the data box is correctly selected.
3. Use the cursor pad to drag the data box to the location desired and push the [ENTER] knob.

2.12 Erasing the Heading Line, North Marker

The heading line indicates the ship's heading in all presentation modes. The heading line is a line from the own ship position to the outer edge of the radar display area and appears at zero degrees on the bearing scale in head-up mode; it changes its orientation depending on the ship orientation in north-up, course-up and true motion modes.

The north marker appears as a short dashed line. In the head-up and course-up modes the north marker moves around the bearing scale as the ship’s heading moves.

To temporarily erase the heading line and north marker, press the RADAR DISPLY soft key followed by the HL OFF soft key. Release the key to redisplay the markers.

2.13 Reducing Noise

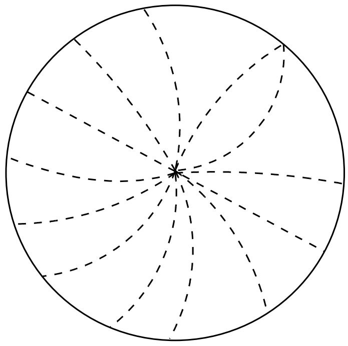
Noise, appearing on the displays as random “speckles,” can be reduced as follows:

1. Press the [MENU] key to open the menu.
2. Press the RADAR DISPLAY SETUP soft key.
3. Select NOISE REJECTION and press the EDIT soft key.
4. Select OFF, HIGH or LOW as appropriate.
5. Press the ENTER soft key or the [ENTER] knob.
6. Press the [MENU] key to close the menu.

2.14 Reducing Radar Interference

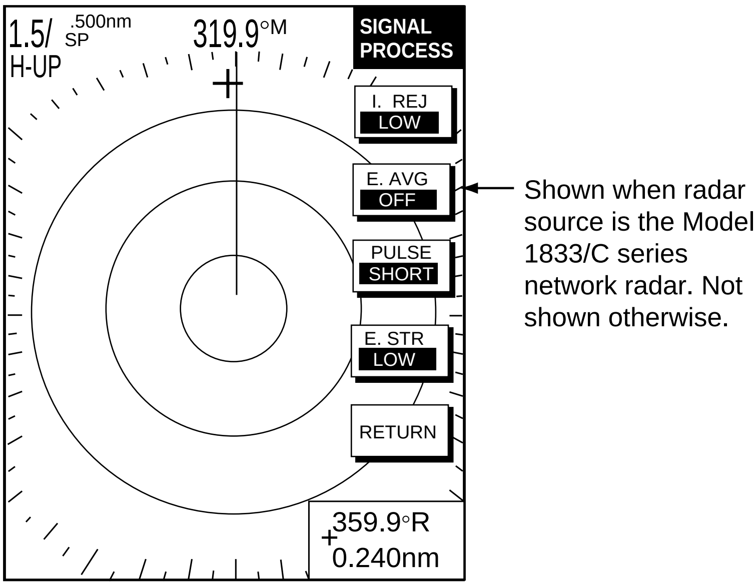
Radar interference may occur when near another shipborne radar that is operating in the same frequency band as your radar. Its on-screen appearance looks like many bright dots either scattered at random or in the form of dotted lines extending from the center to the edge of the display. Interference effects are distinguishable from normal echoes because they do not appear in the same place on successive rotations of the scanner.

Be sure to turn off the interference rejection circuit when no interference exists – weak targets may be missed.



Radar interference

1. If not displayed, press the [HIDE/SHOW] key to show the radar soft keys.
2. Press the SIGNAL PROC. soft key.



Signal process soft keys

3. Press the I. REJ soft key to choose the interference rejection level desired; LOW, MED, HIGH or OFF.
4. Press the RETURN soft key to finish.

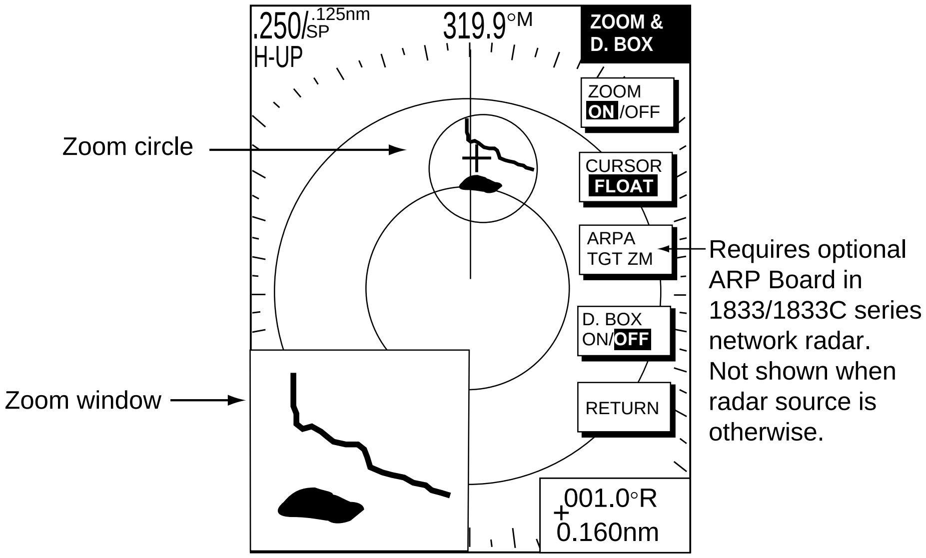
The display shows IR L (Low), IR M (Medium) or IR H (High) when the interference rejecter is on.

2.15 Zoom

The zoom feature allows you to double the size of the area selected with the zoom circle, which appears at the bottom right- or left-hand corner on the display. The zoom feature is available on any range but is inoperative in true motion and when the display is shifted.

2.15.1 Zooming in on radar targets

1. If not displayed, press the [HIDE/SHOW] key to show the radar soft keys.
2. Press the ZOOM & D. BOX soft key to show ZOOM & D. BOX soft keys.
3. Press the ZOOM ON/OFF soft key to select ON. A solid circle, called the "zoom circle," appears on the display.
4. Use the cursor pad to set the cursor where you want to zoom.
5. Press the CURSOR FLOAT soft key to fix the zoom cursor position. (The solid circle changes to a dashed one.)
6. To release the cursor, press the CURSOR FLOAT soft key. (The dashed circle changes to a solid one.) Relocate the zoom cursor, then press the CURSOR LOCK key.
7. To quit the zoom function, press the ZOOM ON/OFF soft key to select OFF.

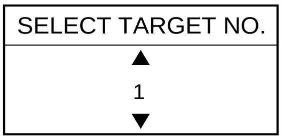


Zoom

2.15.2 Zooming ARP, TTM targets

You may zoom in on TTM targets coming into the display. TTM targets can come from a NAVNET connected RADAR, or from other ARP RADAR that is outputting the TTM message. Note: TTM stands for Tracked Target Message. It is a NMEA 0183 data sentence that is an available output from some ARP capable RADAR. TTM target numbers must be displayed to zoom in on tracked targets. This can be done by enabling the target ID number option in the ARP setup menu.

1. If not displayed, press the [HIDE/SHOW] key to show the radar soft keys.
2. Press the ZOOM/D.BOX soft key to show ZOOM & D.BOX soft keys.
3. Press the ZOOM soft key to select ZOOM ON.
4. Press the ARP TGT ZM soft key.



Target no. selection window

5. Use the [ENTER] knob to select number (1-10) and then push the [ENTER] knob. If the target does not exist several beep sounds and the zoom function is cancelled.

To cancel, press the CURSOR LOCK soft key.

Note: The zoom window blends in with the background when the background color for the radar picture is white. If the window is difficult to see change the background color.

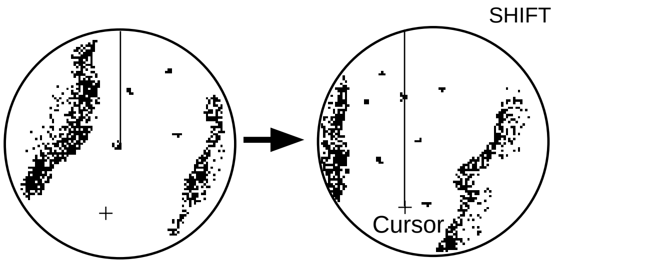
2.16 Shifting the Picture

Own ship position, or sweep origin, can be displaced manually or automatically to expand the view field without switching to a larger scale.

2.16.1 Manual shift

The sweep origin can be shifted in any presentation mode to a point specified by the cursor by up to 60% of the range in use in any direction.

1. Locate the cursor anywhere within the effective radius of the display.
2. If not displayed, press the [HIDE/SHOW] key to show the radar soft keys.
3. Press the RADAR DISPLY soft key.
4. Press the SHIFT soft key.
5. Press the MANUAL soft key to shift. The heading line shifts to the cursor location. SHIFT appears at right-hand corner of the display.
6. Press the RETURN soft key to finish.
7. To cancel shift, press the RADAR DISPLY, SHIFT and OFF soft keys in that order.



Place cursor where desired.   Press the MANUAL soft key.

Shifting the picture manually

2.16.2 Automatic shift

The amount of shift is automatically calculated with speed. The maximum shift amount is limited to 60% of the range in use. For example, if you set the shift speed setting for 15 knots and the ship is running at 10 knots, the amount of shift will be 40%. The formula for determining shift amount is as shown below.

$$\frac{\text{Ship's speed}}{\text{Shift speed setting}} \times 0.6 = \text{Amount of shift(\%)}$$

Automatic shift mode is only available in the head-up mode.

Setting automatic shift maximum speed

1. If not displayed, press the [HIDE/SHOW] key to show the radar soft keys.
2. Press the RADAR DISPLY soft key.
3. Press the SHIFT soft key to show the shift soft keys.
4. Press the AUTO S.SPD soft key to display the auto ship speed setting window.

AUTO SHIP SPEED
▲▼ 15

Auto ship speed setting window

5. Adjust the cursor pad or [ENTER] knob to set the maximum speed of your vessel and then push the [ENTER] knob or the ENTER soft key to set. The setting range is 1-999 kt and the default setting is 15 kt.

Automatic shift

Press the AUTO key to automatically shift the sweep origin. To cancel shift, press the RADAR DISPLAY, SHIFT and OFF soft keys.

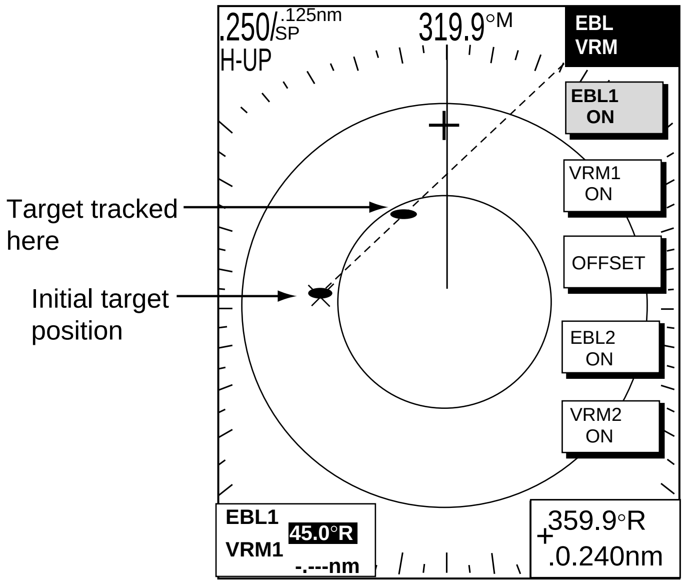
2.17 Using the Offset EBL

The offset EBL can be used to predict a potential collision course, and can also be used to measure the range and bearing between two targets.

2.17.1 Predicting a collision course

The procedure below may be used to check if a radar target is on a collision course with your vessel.

1. Press the [EBL/VRM] key to show the EBL/VRM soft keys.
2. Press the EBL1 ON soft key to turn on the EBL1.
3. Press the OFFSET soft key. The origin of EBL1 moves to the cursor position and an “X” appears at the cursor position.
4. Use the cursor pad to place the cursor on the radar target which looks like it might be on a collision course with own ship.
5. Push the [ENTER] knob to fix the origin position.
6. After waiting for a few minutes (at least three minutes), rotate the [ENTER] knob so the EBL bisects the target at the new position. If the target tracks along the EBL towards the center of the display (your ship’s position), the target may be on a collision course.
7. To cancel the offset EBL, press the OFFSET soft key.

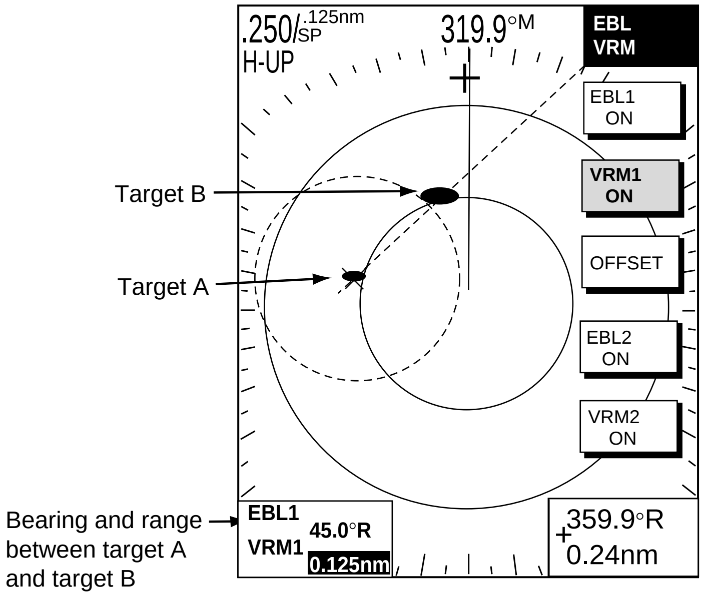


Predicting collision course with the offset EBL

2.17.2 Measuring range & bearing between two targets

The procedure which follows shows how to measure the range and bearing between two targets, using the targets “A” and “B” in the figure below as an example.

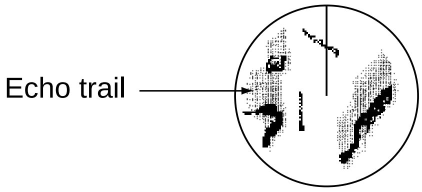
1. Operate the cursor pad to place the cursor on the target “A”.
2. Press the [EBL/VRM] key to show the EBL/VRM soft keys.
3. Press the EBL1 ON soft key to turn on the EBL1.
4. Press the OFFSET soft key. The origin of EBL1 and VRM1 moves to the cursor position, which is marked with an “X.”
5. Rotate the [ENTER] knob so the EBL bisects the target “B”.
6. Press the [ENTER] knob.
7. Press the VRM1 ON soft key and then rotate the [ENTER] knob to place the VRM1 on the inner edge of the target “B”.
8. Look at the indications for VRM1 and EBL1 to find the range and bearing between the two targets.
9. To cancel the offset EBL, press the OFFSET key.



Measuring range and bearing between two targets

2.18 Echo Trails

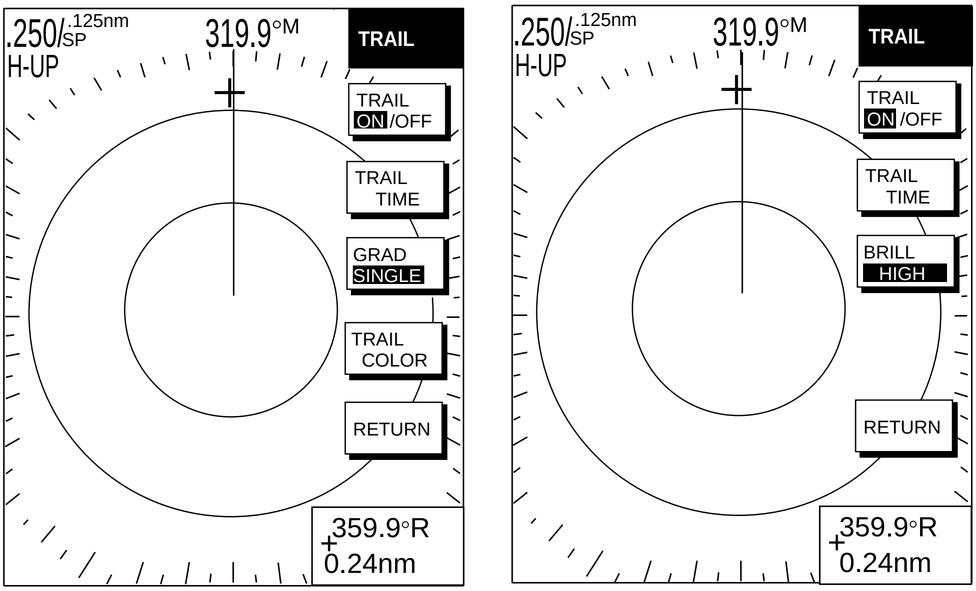
Echo trails are simulated afterglow of target echoes that represent their past movements relative to own ship. This function is useful for alerting you past possible collision situations.



Sample echo trails

2.18.1 Trail time

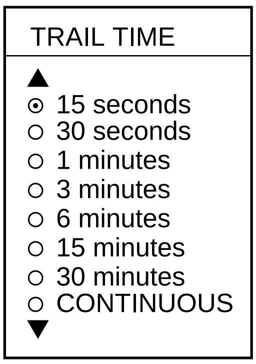
1. If not displayed, press the [HIDE/SHOW] key to show the radar soft keys.
2. Press the TARGET soft key.
3. Press the TRAIL soft key.



MODEL1722C series MODEL1722 series

Trail soft keys

4. Press the TRAIL TIME soft key to show the trail time window.



Trail time window

5. Use the cursor pad to select time desired.
6. Press the ENTER soft key to finish.

2.18.2 Starting echo trails

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the TARGET and TRAIL soft keys.
3. Press the TRAIL ON/OFF to select ON.
4. Press the RETURN soft key twice to finish.

"TRAIL," the echo trail time selected and elapsed time appear at the top right-hand corner of the display. Then, afterglow starts extending from all targets. Trails are restarted when the range or mode is changed, and zoom or shift is turned on.

For continuous trails the maximum continuous trail time is 99 minutes and 59 seconds. When the elapsed time clock counts up to that time, the elapsed time display resets to zero and trail begins again.

To turn off echo trail, press the TRAIL ON/OFF soft key to select OFF at step 3 n the above procedure.

Note: No echo trails are shown where a tx sector blanking area is set.

2.18.3 Trail brilliance (MODEL1722 series)

Trail brilliance can be selected to high or low as below.

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the TARGET and TRAIL soft keys.
3. Press the BRILL soft key to select HIGH or LOW.
4. Press the RETURN soft key twice to finish.

2.18.4 Trail gradation (MODEL1722C series)

The echo trails can be shown in single or multiple gradations. Multiple gradation paints the trails thinner with time, like the afterglow on an analog PPI radar.

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the TARGET and TRAIL soft keys.
3. Press the GRAD soft key to select SINGLE or MULTI as appropriate.



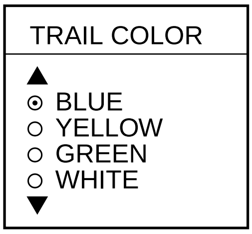
Multitone and monotone trails

4. Press the RETURN soft key twice to finish.

2.18.5 Trail color (MODEL1722C series)

The MODEL1722C series may be shown echo trails in blue, yellow, green or white.

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the TARGET, TRAIL and TRAIL COLOR soft keys.

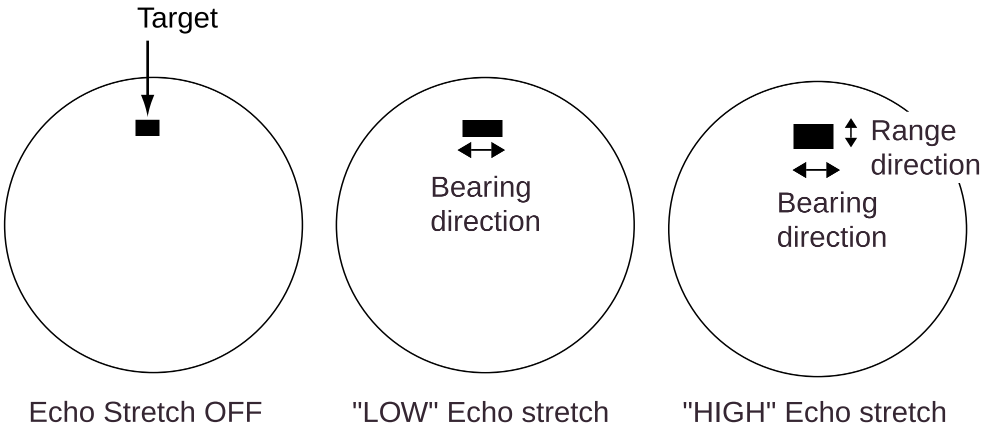


Trail color window

3. Use the cursor pad to select the color desired.
4. Press the ENTER soft key.
5. Press the RETURN soft key twice to finish.

2.19 Echo Stretch

Normally, the reflected echoes from long range targets appear on the display as weaker and smaller blips even though they are compensated by the radar's internal circuitry. The echo stretch function magnifies these small blips in all ranges. Two types of echo stretch are available: ES LOW which stretches echoes in bearing direction and ES HIGH which stretches them in both range and bearing directions.



Types of echo stretch

This function magnifies not only targets but also sea clutter and radar interference. For this reason, be sure sea clutter and radar interference are properly suppressed before activating the echo stretch.

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the SIGNAL PROC. soft key.
3. Press the E. STR soft key to select HIGH, LOW or OFF as appropriate.
4. Press the RETURN soft key to finish.

The display shows ES H (High) or ES L (Low) when the echo stretch is on.

2.20 Echo Averaging

The echo average feature, available with selection of a Model 1833/C series network radar as radar source, effectively suppresses sea clutter. Echoes received from stable targets such as ships appear on the screen at almost the same position during every rotation of the antenna. On the other hand, unstable echoes such as sea clutter appear at random positions.

To distinguish real target echoes from sea clutter, echo average performs scan-to-scan correlation. Correlation is made by storing and averaging echo signals over successive picture frames. If an echo is solid and stable, it is presented in its normal intensity. Sea clutter is averaged over successive scans resulting in the reduced brilliance, making it easier to discriminate real targets from sea clutter.

To properly use the echo average function, it is recommended to first suppress sea clutter with the A/C SEA control and then do the following:

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the SIGNAL PROC. soft key.
3. Press the E. AVG soft key to select desired echo averaging.

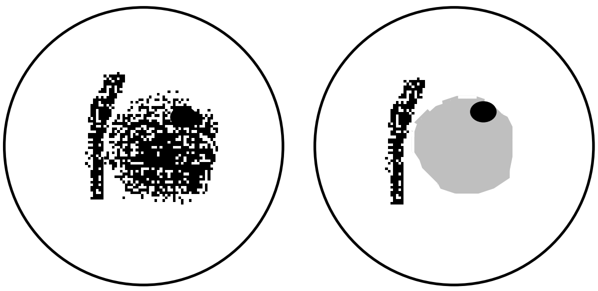
   OFF: No averaging

   LOW: Helps distinguish targets from sea clutter and suppresses brilliance of unstable echoes.

   MED: Distinguishes small stationary targets such as navigation buoys.

   HIGH: Stably displays distant targets.

   The display shows EAV L, EAV M or EAV H when echo averaging is on.



(a) Echo average OFF (b) Echo average ON

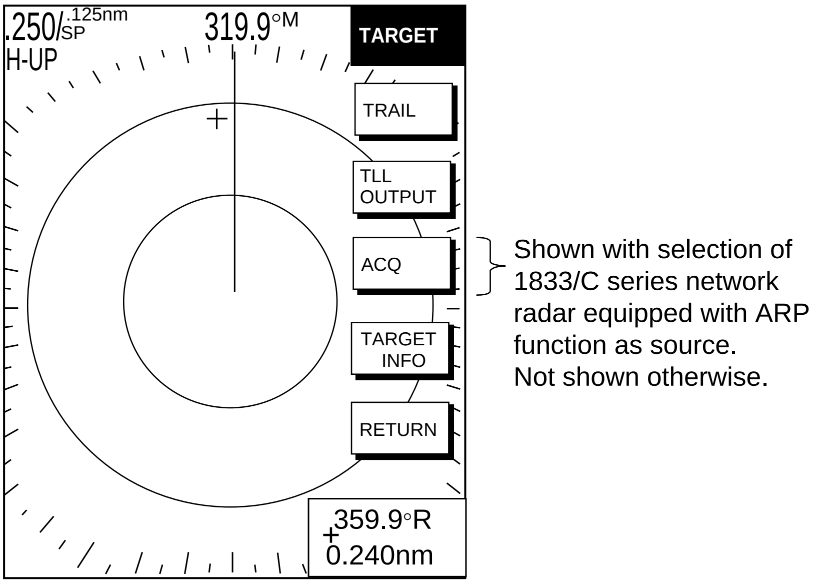
Effect of echo averaging

4. Press the RETURN soft key to finish.

2.21 Outputting TLL Data

Target position data can be output to units of the network and shown on their plotter screen, with the TTL mark (⊗). This function requires position and heading data.

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Operate the cursor pad to place the cursor on the target whose position you wish to output.
3. Press the TARGET soft key.



TARGET soft keys

4. Press the TLL OUTPUT soft key to output target position data.
5. Press the RETURN soft key to finish.

Note: The screen of the TLL recipient may be temporarily interrupted when receiving TLL from another NavNet display unit. Press any key to restore normal operation.

2.22 Guard Alarm

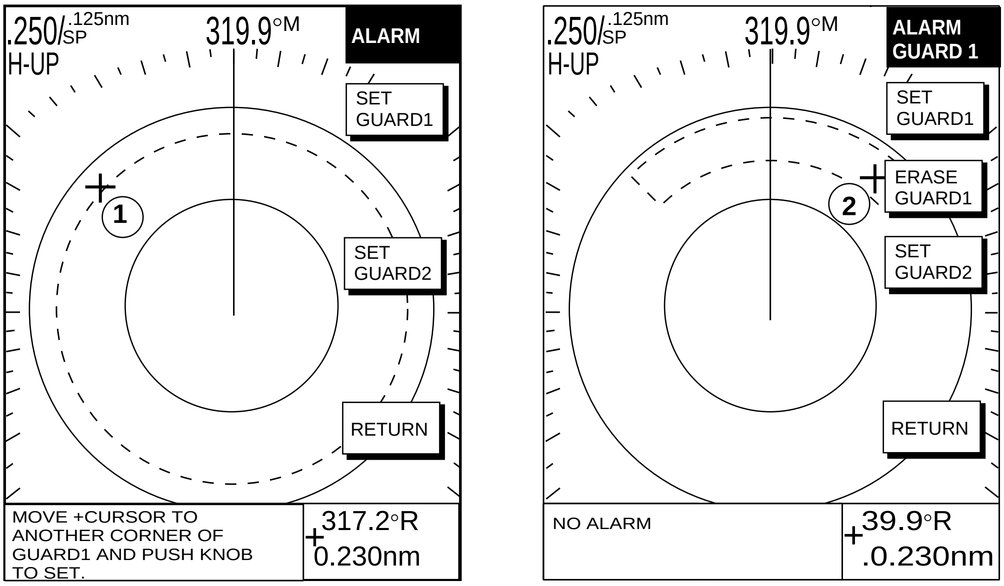
The guard alarm allows the operator to set the desired range and bearing for a guard zone. When ships, islands, landmasses, etc. violate the guard zone, an audio alarm sounds and the offending target blinks to call the operator's attention.

⚠ CAUTION
• **The alarm should not be relied upon as the sole means for detecting possible collision situations.** • **A/C SEA, A/C RAIN and GAIN controls should be properly adjusted to be sure the alarm system does not overlook target echoes.**

2.22.1 Setting a guard alarm zone

To set a guard alarm zone, set the radar to transmit and do the following:

1. Press the [ALARM] key.
2. Use the cursor pad to set the cursor on the top left corner (or top right corner) of the guard zone you want to set, then press the SET GUARD1 or SET GUARD2 soft key, depending on which guard zone you want to set.
3. Use the cursor pad to set the cursor on the bottom right corner (or top left corner) of the guard zone area and push the [ENTER] knob.
4. Press RETURN soft key to finish.



(1) Drag cursor to top (or bottom) corner for guard zone and press the SET GUARD1 or SET GUARD2 soft key.

(2) Drag cursor diagonally to bottom (or top) corner for guard zone and press the [ENTER] knob.

How to set a guard alarm zone

The equipment then searches for targets inside the guard zone to determine the guard alarm type. If a target is found inside the guard zone the guard zone type becomes an “Outward guard alarm”, and any target exiting, the guard zone will trigger an alarm. If no target is found the guard zone type becomes an “Inward guard alarm”, and any targets entering the guard zone will trigger the alarm. The guard alarm type is shown as G1(G2) IN or G1(G2) OUT.

Note 1: When the radar range is less than the guard zone range, the audio alarm sounds and the alarm icon is displayed (red on the color model). Press the [CLEAR] key to silence the alarm. Press the [ALARM] key and the message “GUARD1(2) IS OUTSIDE RADAR RANGE” appears. Reselect appropriate range.

Note 2: If the network radar is set to standby while the guard alarm is active, the guard alarm is cancelled. The guard alarm is redisplayed when the radar is set to transmit again.

Note 3: If the network radar is set to standby while the radar picture is not displayed, the alarm icon appears (red on the color model) and the alarm sounds. Press the [ALARM] key and the message “STBY MODE HAS BEEN SELECTED. GUARD/WTCHMN CANCELED.” or “GUARD/WATCHMAN CANCELED. STBY/TX SELECTED.” appears.

2.22.2 When the alarm is violated…

Any radar target violating the guard zone will flash, the audio alarm sounds, and the alarm icon appears (red on the color model). Additionally the message “TARGET ENTERED INTO GUARD1(GUARD2)” or “TARGET LEFT FROM GUARD1(GUARD2)” is displayed at the bottom of the screen, depending on the guard zone type. Press the [CLEAR] key to silence the alarm. When this is done, “G1(G2) ACK” replaces G1(G2) IN(OUT) at the top right corner of the display. This means the alarm is temporarily deactivated. To reactivate the alarm, press the SET GUARD1 or SET GUARD2 soft key as appropriate.

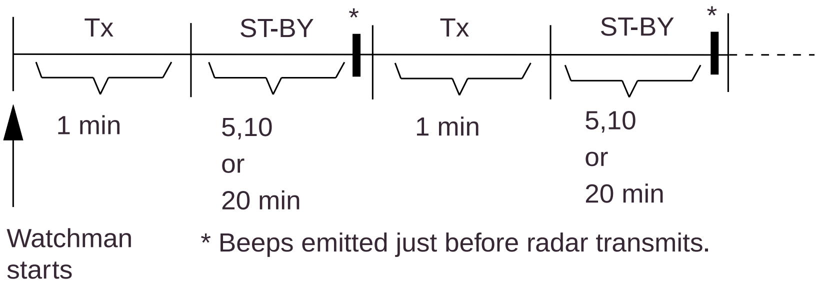
2.22.3 Canceling the guard alarm

1. Press the [ALARM] key to show the ALARM menu.
2. Press the ERASE GUARD1 or ERASE GUARD2 soft key as appropriate.
3. Press the RETURN soft key to finish.

2.23 Watchman

2.23.1 How watchman works

The watchman function periodically transmits radar pulses for one minute to check for targets in a guard zone. If a target is found in the zone, watchman is cancelled, the audio alarm sounds and the radar continues transmitting. If no target is found the radar goes into standby, for the number of minutes selected on the RADAR DISPLAY SETUP menu. This feature is useful when you do not need the radar's function continuously but want to be alerted to radar targets in a specific area. "WTCH" appears at the top left corner when Watchman is active.



How watchman works

2.23.2 Turning on/off watchman

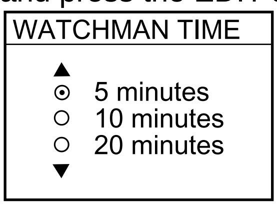
1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the NAV FUNC soft key.
3. Press the W. MAN ON/OFF soft key to select ON or OFF as appropriate.
4. Press RETURN soft key to finish.

Note: When the watchman is activated and no guard zone is active, the message "PLEASE SET GUARD ZONE. PRESS ANY KEY TO CONTINUE." appears. Press any key and then set a guard zone.

2.23.3 Setting watchman stand-by interval

The watchman standby period interval, that is, the number of minutes the radar is in standby, can be set to 5, 10 or 20 minutes as follows:

1. Press the [MENU] key.
2. Press the RADAR DISPLAY SETUP soft key.
3. Select WATCHMAN TIME and press the EDIT soft key.

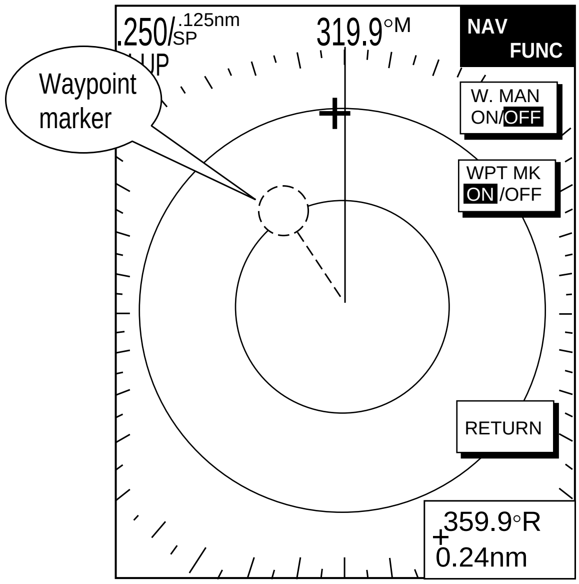


Watchman window

4. Select time desired and press the ENTER soft key.
5. Press the [MENU] key to close the menu.

2.24 Waypoint Marker

A waypoint marker, showing waypoint position output from a navigation device, may be inscribed on the radar display. You may show or hide this marker as desired.



Waypoint marker

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the NAV FUNC soft key.
3. Press the WPT MK ON/OFF soft key to select ON or OFF as appropriate.
4. Press the RETURN soft key to finish.

2.25 ARP (option), TTM operation

When the radar source is ARP-equipped Model 1833/C series network radar, you can manually and automatically acquire and track 10 targets. Once a target is acquired automatically or manually it is automatically tracked within 0.1 to 32 nm. When the FURUNO heading sensor PG-1000 is connected, RMC sentence (NMEA) is required for true heading data.

Alternatively, you can display the tracks of other ships by receiving the data sentence “TTM” through the NETWORK or NMEA port. However, targets cannot be acquired.

Usage precautions for ARP

⚠ WARNING

No one navigational aid should be relied upon for the safety of vessel and crew. The navigator has the responsibility to check all aids available to confirm position. Electronic aids are not a substitute for basic navigational principles and common sense.

- This auto plotter automatically tracks an automatically or manually acquired radar target and calculates its course and speed, indicating them by a vector. Since the data generated by the auto plotter are based on what radar targets are selected, the radar must always be optimally tuned for use with the auto plotter, to ensure required targets will not be lost or unwanted targets such as sea returns and noise will not be acquired and tracked.

- A target does not always mean a land-mass, reef, ships or other surface vessels but can imply returns from sea surface and clutter. As the level of clutter changes with environment, the operator should properly adjust the A/C SEA, A/C RAIN and GAIN controls to be sure target echoes are not eliminated from the radar screen.

⚠ CAUTION

The plotting accuracy and response of this auto plotter meets IMO standards. Tracking accuracy is affected by the following:

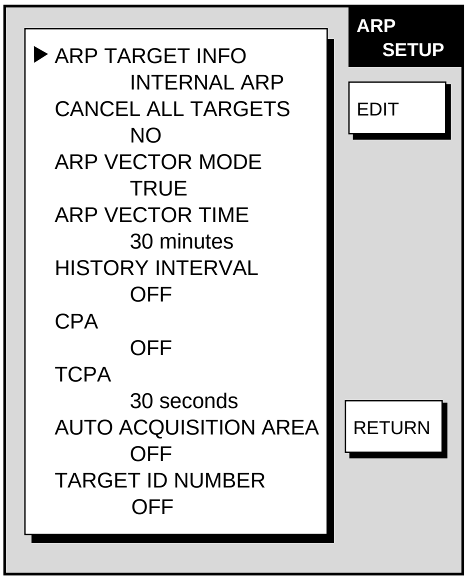
- Tracking accuracy is affected by course change. One to two minutes is required to restore vectors to full accuracy after an abrupt course change. (The actual amount depends on gyrocompass specifications.)
- The amount of tracking delay is inversely proportional to the relative speed of the target. Delay is on the order of 15-30 seconds for high relative speed; 30-60 seconds for low relative speed.

Display accuracy is affected by the following:

- Echo intensity
- Radar transmission pulsewidth
- Radar bearing error
- Gyrocompass error
- Course change (own ship or target)

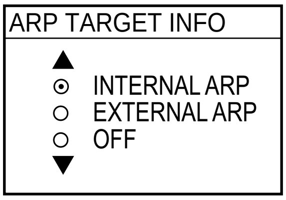
2.25.1 Activating/deactivating ARP, TTM

1. Press the [MENU] key followed by the ARP SETUP soft key to show the ARP SETUP menu.



ARP setup menu

2. Select ARP TARGET INFO, and then press the EDIT soft key to show the ARP target info window.



ARP target info window

3. Select INTERNAL ARP, EXTERNAL ARP or OFF as appropriate.

   INTERNAL ARP: The radar source must be the MODEL1833/C series radar. Select this item also for a NavNet unit being fed ARP targets.

   EXTERNAL ARP: Receive TTM data sentence via NETWORK or NMEA port. Target tracks are shown but targets cannot be acquired.

   OFF: Turns off the ARP or TTM display.
4. Press the ENTER soft key.
5. Press the [MENU] key to close the menu.

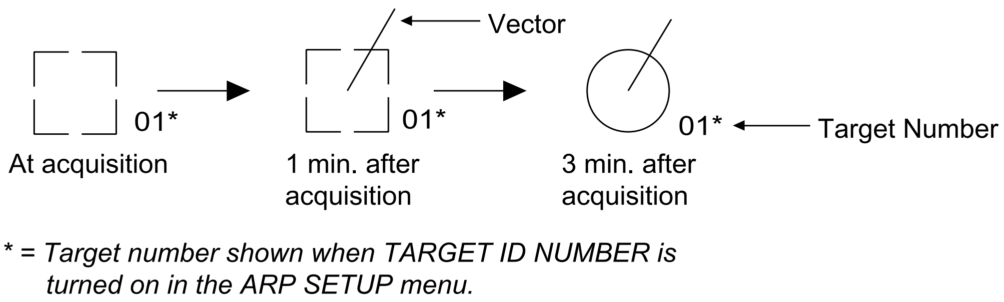
2.25.2 Acquiring and tracking targets (ARP only)

Ten targets may be acquired and tracked manually and automatically. When you attempt to acquire an eleventh target, the message "ARP FULL – ALREADY TRACKING 10 TARGETS!" appears for five seconds. To acquire another target, terminate tracking of an unnecessary target as shown in the paragraph 2.25.4.

Manual acquisition

1. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
2. Press the TARGET soft key.
3. Place the cursor on the target to acquire and press the ACQ soft key.
4. Press the RETURN soft key.

The plot symbol changes its shape according to its status as below. A vector appears about one minute after acquisition, indicating the target's motion trend.

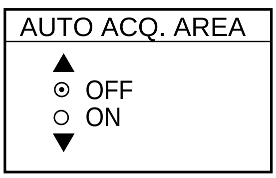


ARP plot symbols

Automatic acquisition

The ARP can acquire up to ten targets automatically by setting an automatic acquisition area. When automatic acquisition is selected after acquiring targets manually, only the remaining capacity for targets may be automatically acquired. For example, if seven targets have been manually acquired, three targets may be automatically acquired.

1. Press the [MENU] key to show the main menu.
2. Press the ARP SETUP soft key to show the ARP SETUP menu.
3. Operate the cursor pad to select AUTO ACQUISITION AREA.
4. Press the EDIT soft key to show the automatic acquisition area window.

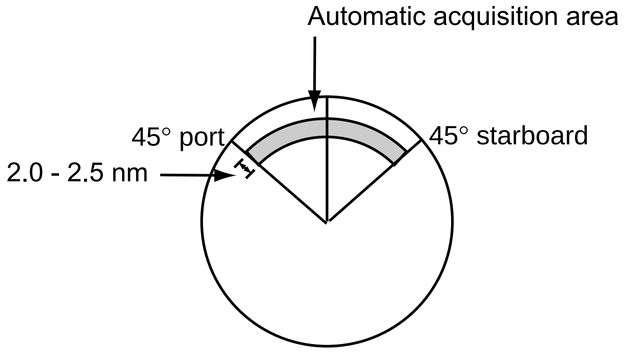


Automatic acquisition area window

5. Select ON.
6. Press the ENTER soft key.

7. Press the [MENU] key to close the menu. An acquisition area of 2.0 to 2.5 miles in range and ±45º on either side of the heading line in bearing appears.

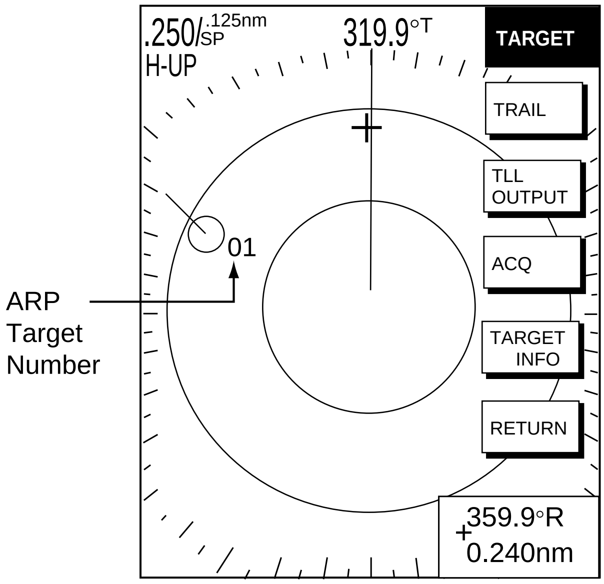
   Note: Targets being tracked in automatic acquisition are continuously tracked when switching to manual acquisition.



Automatic acquisition area

2.25.3 Displaying target number (internal, external ARP)

Target number can be shown for ARP and TTM targets as below.



ARP target number

1. Press the [MENU] key.
2. Press the ARP SETUP soft key.
3. Select TARGET ID NUMBER.
4. Press the EDIT soft key.
5. Select ON or OFF (default setting) as appropriate.
6. Press the ENTER soft key.
7. Press the [MENU] key to close the menu.

2.25.4 Terminating tracking of ARP targets

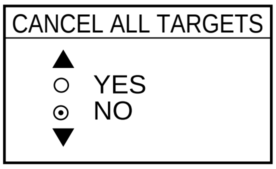
When 10 targets have been acquired, no more targets may be acquired unless targets are cancelled. If you need to acquire additional targets, you must first cancel one or more individual targets, or all of the targets, using one of the procedures below.

Terminating tracking of selected targets

1. Place the cursor on the target to terminate tracking.
2. Press the [CLEAR] key to erase to terminate tracking and erase the target.

Terminating tracking of all targets

1. Press the [MENU] key followed by the ARP SETUP soft key.
2. Select CANCEL ALL TARGETS.
3. Press the EDIT soft key.



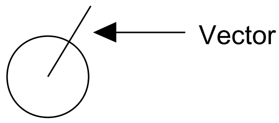
Cancel all targets window

4. Select YES.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

2.25.5 Setting vector attributes (ARP)

What is a vector?

A vector is a line extending from a tracked target which shows estimated speed and course of the target. The vector tip shows an estimated position of the target after the selected vector time elapses. It can be useful to extend the vector length in order to evaluate the risk of collision with any target.

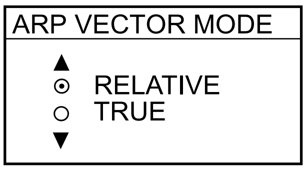


Vector

Vector reference, vector time

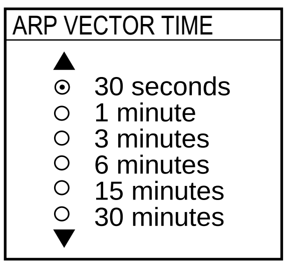
You may reference the vectors to North (True) or ship's heading (relative) as desired. Vector time can be set to 30 seconds, 1, 3, 6, 15 or 30 minutes.

1. Press the [MENU] key followed by the ARP SETUP soft key to show the ARP SETUP menu.
2. Operate the cursor pad to select ARP VECTOR MODE.
3. Press the EDIT soft key to show the vector mode window.



Vector mode window

4. Select TRUE or RELATIVE as appropriate.
5. Press the ENTER soft key.
6. Select ARP VECTOR TIME, and then press the EDIT soft key to show the ARP vector time window.



ARP vector time window

7. Operate the cursor pad to select vector time among 30 sec, 1 min, 3 min, 6 min, 15 min and 30 min.
8. Press the ENTER soft key.
9. Press the [MENU] key to close the menu.

2.25.6 Displaying past position display (ARP)

This ARP can display time-spaced dots (maximum 10 dots) marking the past positions of any targets being tracked. You can evaluate a target’s actions by the spacing between dots. Below are examples of dot spacing and target movement.

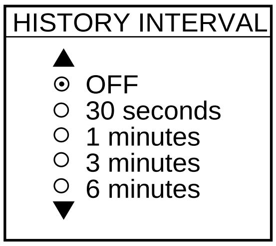


(a) Ship turning (b) Ship running straight (c) Ship reduced speed (d) Ship increased speed

Past position displays

To turn the past position display on or off:

1. Press the [MENU] key followed by the ARP SETUP soft key.
2. Operate the cursor pad to select HISTORY INTERVAL.
3. Press the EDIT soft key to show the plot interval window.



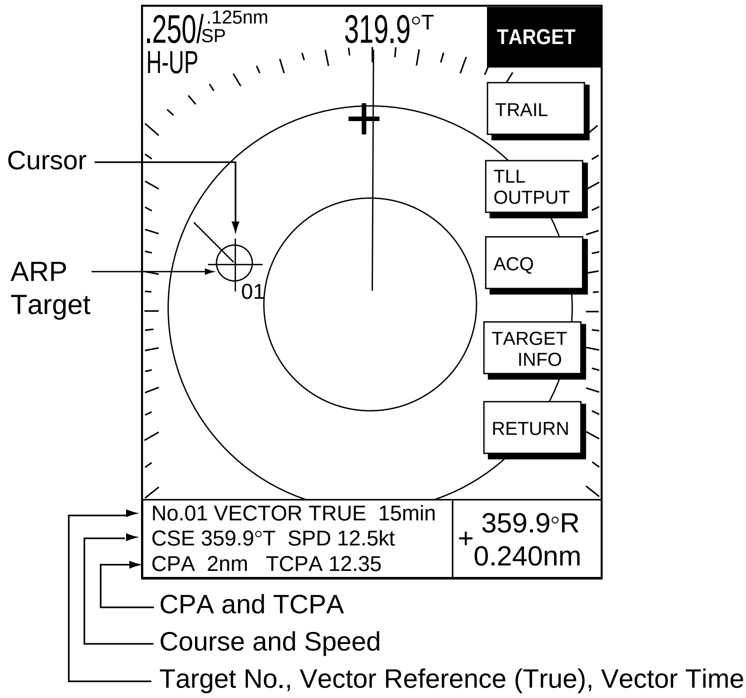
History interval window

4. Operate the cursor pad to select plotting interval among 30 sec, 1 min, 3 min and 6 min, or select OFF to turn off the past position display.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

2.25.7 ARP, TTM target data

This ARP calculates motion trends (range, bearing, course, speed, CPA and TCPA) of all target been tracked. You can show this data for a tracked target as below. TARGET ID NUMBER, in the ARP SETUP menu, must be turned on to show ARP target data.

1. Place the cursor on the target whose data you want to see.
2. If not displayed, press the [HIDE/SHOW] key to display the radar soft keys.
3. Press the TARGET and TARGET INFO soft keys. The data of the selected target appears at the bottom left-hand corner of the display. (If an EBL/VRM data box is displayed the ARP data box will be under it.)
4. Press the RETURN soft key to finish.
5. To erase the ARP target data box, select the corresponding target with the cursor and press the [CLEAR] key.



ARP target data

2.25.8 CPA/TCPA alarm (ARP)

When the predicted CPA of any target becomes smaller than a preset CPA alarm range or its predicted TCPA less than a preset TCPA alarm limit, an audio alarm sounds, which you may silence with the [CLEAR] key. In addition, the target plot symbol of the offending target changes to a triangle and flashes together with its vector. Press the [ALARM] key and the message COLLISION ALARM appears. Press the CLEAR ALARM soft key to acknowledge the alarm. The flashing of the triangle plot symbol continues until you intentionally terminate tracking of the target. The ARP continuously monitors the predicted range at the Closest Point of Approach (CPA) and predicted time to CPA (TCPA) of each target to own ship.

Provided that this feature is used correctly, it will help prevent the risk of collision by alerting you to threatening targets. It is important that gain, A/C SEA, A/C RAIN and other radar controls are properly adjusted and the ARP is set up so that it can track targets effectively.

CPA/TCPA alarm ranges must be set up properly taking into consideration the size, tonnage, speed, turning performance and other characteristics of own ship.

⚠ CAUTION

The CPA/TCPA alarm should never be relied upon as the sole means for detecting the risk of collision. The navigator is not relieved of the responsibility to keep visual lookout for avoiding collisions, whether or not the radar or other plotting aid is in use.

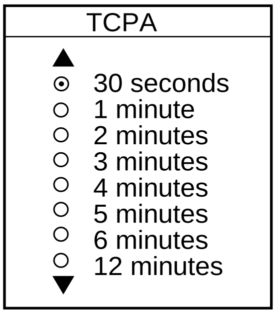
Follow the steps shown below to set the CPA/TCPA alarm range:

1. Press the [MENU] key followed by the ARP SETUP soft key.
2. Operate the cursor pad to select CPA.
3. Press the EDIT soft key to show the CPA window.

CPA
▲
⊙ OFF
○ 0.5nm
○ 1nm
○ 2nm
○ 3nm
○ 5nm
○ 6nm
▼

CPA window

4. Select a CPA limit desired by the cursor pad.
5. Press the ENTER soft key. The ARP SETUP menu reappears.
6. Press the cursor pad to select TCPA.
7. Press the EDIT soft key to show the TCPA window.

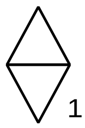


TCPA window

8. Select a TCPA limit.
9. Press the ENTER soft key.
10. Press the [MENU] key to close the menu.

2.25.9 Lost target alarm (ARP)

When the system detects a lost target, the target symbol becomes a diamond and tracking is discontinued after one minute.



Lost target mark

Canceling a lost target

1. Place the cursor on the target.
2. Press the [CLEAR] key.

2.26 Interpreting the Radar Display

2.26.1 General

Minimum and maximum ranges

Minimum range

The minimum range is defined by the shortest distance at which, using a scale of 1.5 or 0.75 nm, a target having an echoing area of 10 m^2 is still shown separate from the point representing the antenna position. It is mainly dependent on the pulselength, antenna height, and signal processing such as main bang suppression and digital quantization.

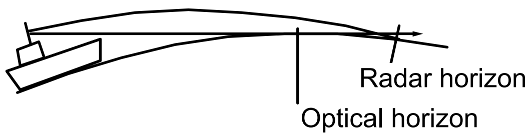
Maximum range

The maximum detecting range of the radar, Rmax, varies considerably depending on several factors such as the height of the antenna above the waterline, the height of the target above the sea, the size, shape and material of the target, and atmospheric conditions.

Under normal atmospheric conditions, the maximum range is equal to the radar horizon or a little shorter. The radar horizon is longer than the optical one by about 6% because of the diffraction property of the radar signal. Rmax is given in the following equation.

$R_{max} = 2.2 \times (\sqrt{h1} + \sqrt{h2})$

where Rmax: radar horizon (nautical miles)
h1: antenna height (m)
h2: target height (m)



Radar horizon

For example, if the height of the antenna above the waterline is 9 meters and the height of the target is 16 meters, the maximum radar range is;

$R_{max} = 2.2 \times (\sqrt{9} + \sqrt{16}) = 2.2 \times (3 + 4) = 15.4$ nm

It should be noted that the detection range is reduced by precipitation (which absorbs the radar signal).

Radar resolution

There are two important factors in radar resolution (discrimination): bearing resolution and range resolution.

Bearing resolution

Bearing resolution is the ability of the radar to display the echoes received from two targets, which are at the same range and close together, as separate targets. Bearing resolution is directly proportional to the antenna length, and inversely proportional to the radar's wavelength.

Range resolution

Range resolution is the ability to display the echoes received from two targets, which are on the same bearing and close to each other, as separate targets.

Bearing accuracy

One of the most important features of the radar is how accurately the bearing of a target can be measured. The accuracy of bearing measurement basically depends on the narrowness of the radar beam. However, the bearing is usually taken relative to the ship's heading, and thus, proper adjustment of the heading marker at installation is an important factor in ensuring bearing accuracy. To minimize error when measuring the bearing of a target, select a range which will put the target as far out to the edge of the radar screen as possible.

Range measurement

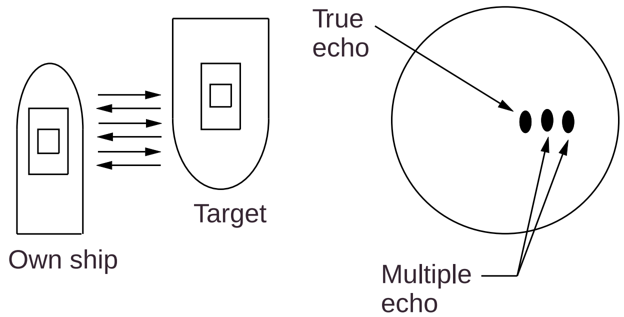
Measurement of the range to a target is also a very important function of the radar. Generally, there are two means of measuring range: the fixed range rings and the variable range marker (VRM). The fixed range rings appear on the screen with a predetermined interval and provide a rough estimate of the range to a target. The variable range marker's diameter is increased or decreased so that the marker touches the inner edge of the target, allowing the operator to obtain more accurate range measurements.

2.26.2 False echoes

Occasionally echo signals appear on the screen at positions where there is no target, or disappear even if there are targets. False target situations may be recognized, however, if you understand why they are displayed. Typical false echoes are shown below.

Multiple echoes

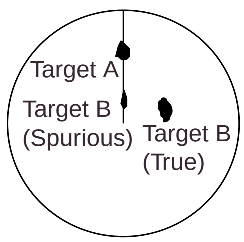
Multiple echoes occur when a transmitted pulse returns from a solid object like a large ship, bridge, or breakwater. A second, a third or more echoes may be observed on the display at double, triple or other multiples of the actual range of the target as shown below. Multiple reflection echoes can be reduced and often removed by decreasing the gain (sensitivity) or properly adjusting the [A/C SEA] control.



Multiple echoes

Sidelobe echoes

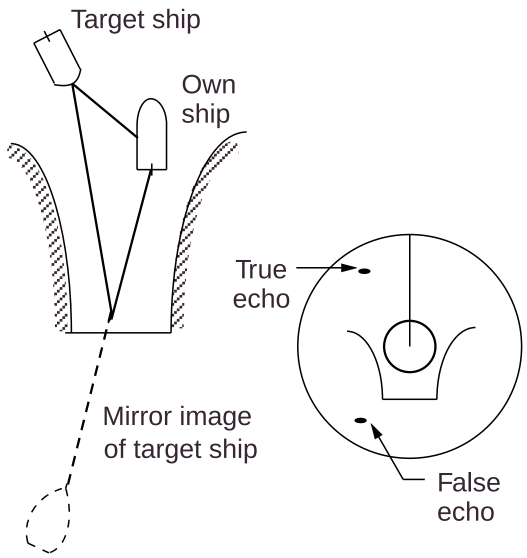
Every time the radar pulse is transmitted, some radiation escapes on each side of the beam. This stray RF is called sidelobe. If a target exists where it can be detected by the side lobes as well as the main lobe, the side echoes may be represented on both sides of the true echo at the same range. Sidelobes appear usually only on short ranges and from strong targets. They can be reduced through careful reduction of the gain or proper adjustment of the A/C SEA control.



Sidelobe echoes

Virtual image

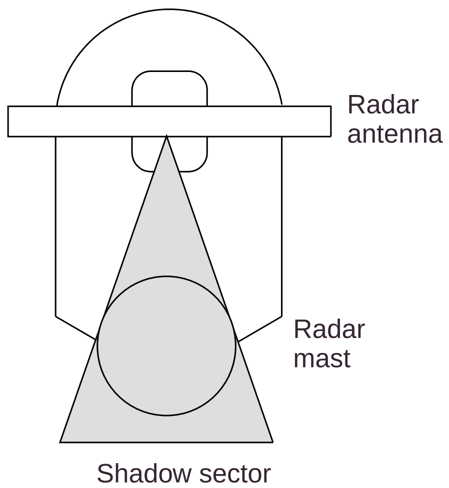
A relatively large target close to your ship may be shown at two positions on the screen. One of them is the true echo directly reflected by the target and the other is a false echo which is caused by the mirror effect of a large object on or close to your ship as shown in the figure below. If your ship comes close to a large metal bridge, for example, such a false echo may temporarily be seen on the screen.



Virtual image

Shadow sectors

Funnels, stacks, masts, or derricks in the path of the antenna block the radar beam. If the angle subtended at the antenna is more than a few degrees, a non-detecting sector or blind spot may be produced. Within this sector, targets can not be detected.

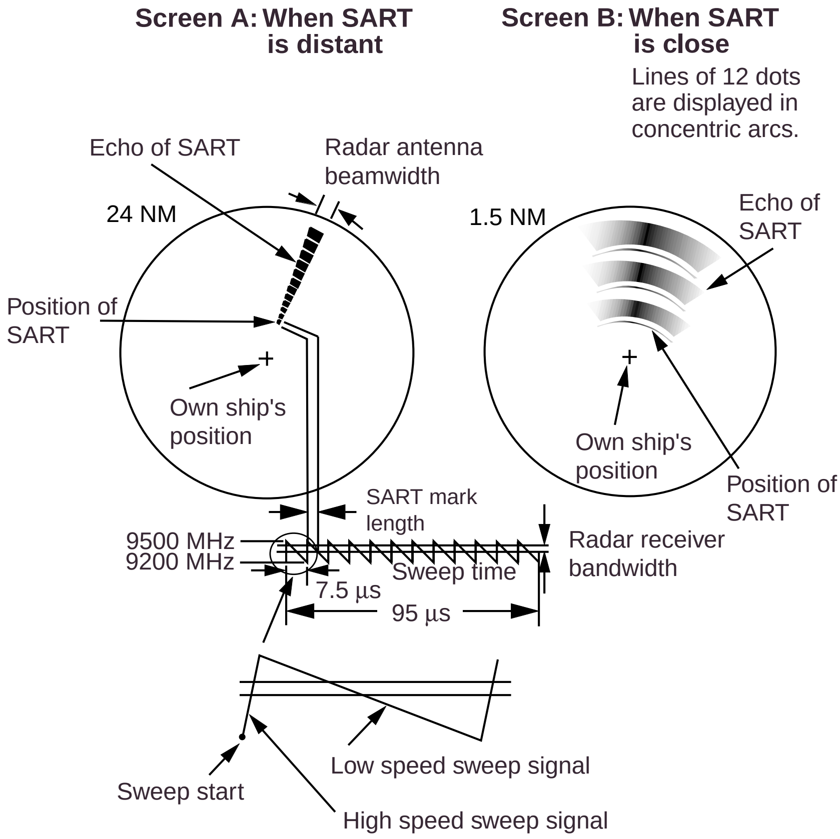


Shadow sectors

2.26.3 SART (Search and Rescue Transponder)

A Search and Rescue Transponder (SART) may be triggered by any X-Band (3 cm) radar within a range of approximately 8 nm. Each radar pulse received causes it to transmit a response which is swept repetitively across the complete radar frequency band. When interrogated, it first sweeps rapidly (0.4 µs) through the band before beginning a relatively slow sweep (7.5 µs) through the band back to the starting frequency. This process is repeated for a total of twelve complete cycles. At some point in each sweep, the SART frequency will match that of the interrogating radar and be within the pass band of the radar receiver. If the SART is within range, the frequency match during each of the 12 slow sweeps will produce a response on the radar display, thus a line of 12 dots equally spaced by about 0.64 nautical miles will be shown.

When the range to the SART is reduced to about 1 nm, the radar display may show also the 12 responses generated during the fast sweeps. These additional dot responses, which also are equally spaced by 0.64 nm, will be interspersed with the original line of 12 dots. They will appear slightly weaker and smaller than the original dots.



Appearance of SART signal on the radar display

General procedure for detecting SART response

1. Use the range scale of 6 or 12 nm as the spacing between the SART responses is about 0.6 nm (1125 m) to distinguish the SART.
2. Turn off the automatic clutter suppression (if applicable).
3. Turn off the Interference Rejector.

General remarks on receiving SART

SART range errors

When responses from only the 12 low frequency sweeps are visible (when the SART is at a range greater than about 1 nm), the position at which the first dot is displayed may be as much as 0.64 nm beyond the true position of the SART. When the range closes so that the fast sweep responses are seen also, the first of these will be no more than 150 meters beyond the true position.

Radar bandwidth

This is normally matched to the radar pulselength and is usually switched with the range scale and the associated pulselength. Narrow bandwidths of 3-5 MHz are used with long pulses on long range and wide bandwidths of 10-25 MHz with short pulses on short ranges.

Any radar bandwidth of less than 5 MHz will attenuate the SART signal slightly, so it is preferable to use a medium bandwidth to ensure optimum detection of the SART.

Radar side lobes

As the SART is approached, sidelobes from the radar antenna may show the SART responses as a series of arcs or concentric rings. These can be removed by the use of the [A/C SEA] control although it may be operationally useful to observe the sidelobes as they may be easier to detect in clutter conditions and also they will confirm that the SART is near to the ship.

Gain

For maximum range SART detection the normal gain setting for long range detection should be used, that is, with background noise speckle visible.

A/C SEA control

For optimum range SART detection, this control should be set to the minimum. Care should be exercised as wanted target in sea clutter may be obscured. Note also that in clutter conditions the first few dots of the SART response may not be detectable, irrespective of the setting of the anti-clutter sea control. In this case, the position of the SART may be estimated by measuring 9.5 nm from the furthest dot back towards own ship.

Some sets have automatic/manual anti-clutter sea control facilities in which case the operator should switch to manual.

A/C RAIN control

This should be used normally (to break up areas of rain) when trying to detect a SART response which, being a series of dots, is not affected by the action of the anti-clutter rain circuitry. Note that racon responses, which are often in the form of a long flash, will be affected by the use of this control.

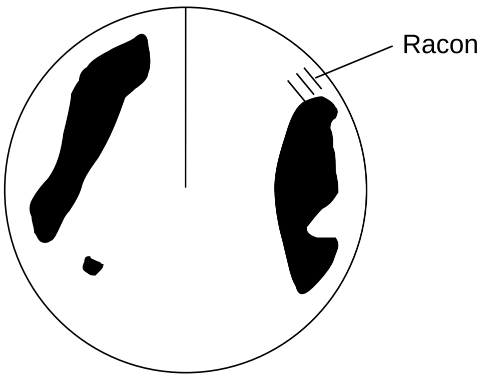
Some sets have automatic/manual anti-clutter rain control facilities in which case the operator should switch to manual.

Note: This SART information is excerpted from IMO SN/Circ 197 Operation of Marine Radar for SART Detection.

2.26.4 Racon (Radar Beacon)

A racon is a radar transponder which emits a characteristic signal when triggered by a ship’s radar (usually only the 3 centimeter band). The signal may be emitted on the same frequency as that of the triggering radar, in which case it is superimposed on the ship's radar display automatically.

The racon signal appears on the PPI as a radial line originating at a point just beyond the position of the radar beacon or as a Morse code signal (see figure below) displayed radially from just beyond the beacon.



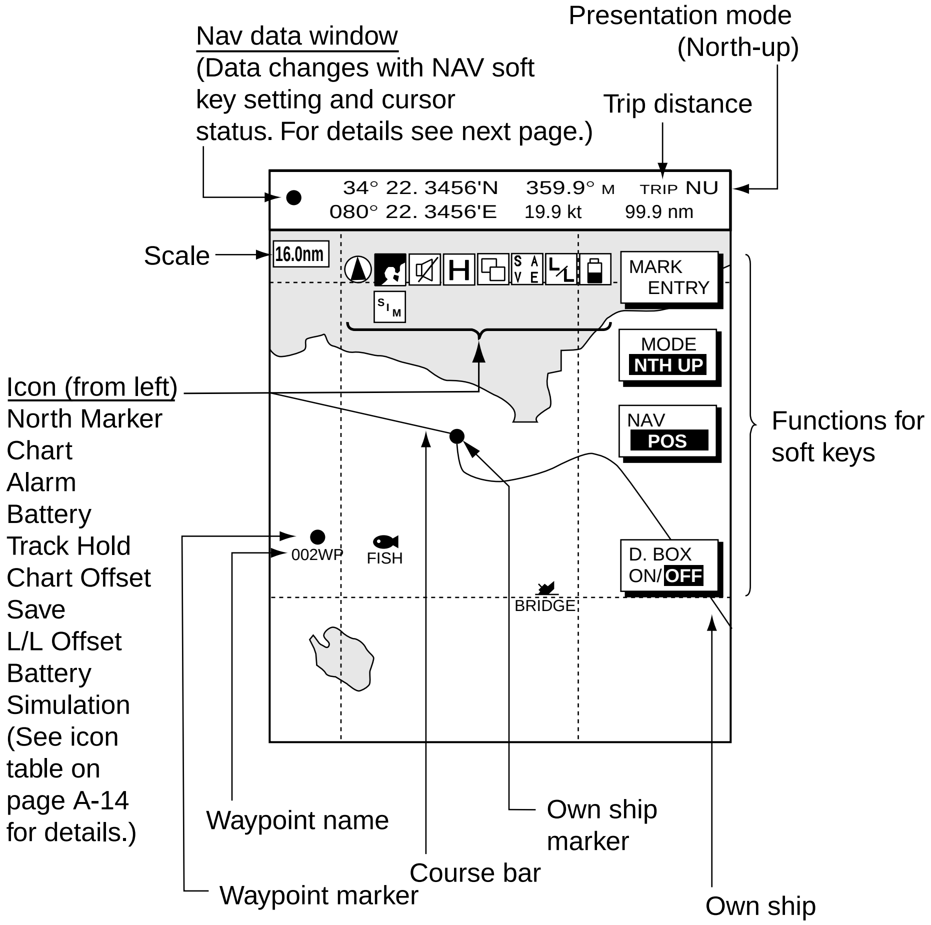
Appearance of racon signal on the radar display

3. PLOTTER OPERATION

3.1 Plotter Displays

You may show the plotter display over the entire screen, in the overlay screen (MODEL1722C series), or in a combination screen. Press the [DISP] key to show the screen selection window, and then rotate the [ENTER] knob to select PLOT, NAV or OVRLY (overlay) as appropriate.

3.1.1 Full-screen plotter display



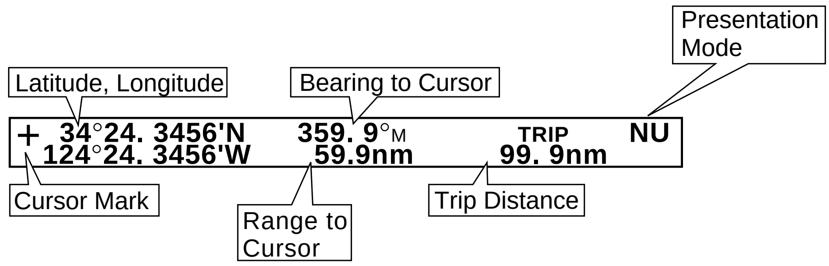
Full-screen plotter display

Note: The own ship marker blinks when the GP-310B loses the GPS signal. For the NavNet display units receiving the GPS signal, the message “No GPS fix!” appears approx. one minute after the signal is lost and is accompanied by the audio alarm. For the NavNet display unit connected to the GP-310B, the visual alarm is released soon after loss and the audio alarm sounds five minutes later.

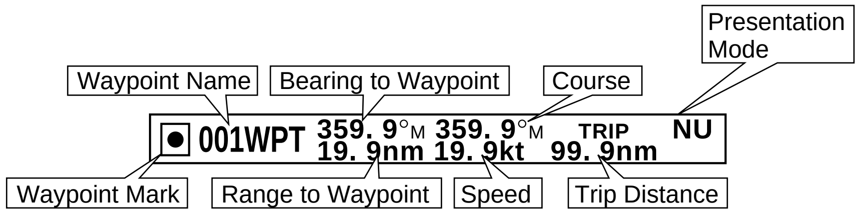
Nav data window

The data shown in the nav data window depends on the status of the NAV soft key and the cursor.

Latitude and longitude of cursor intersection

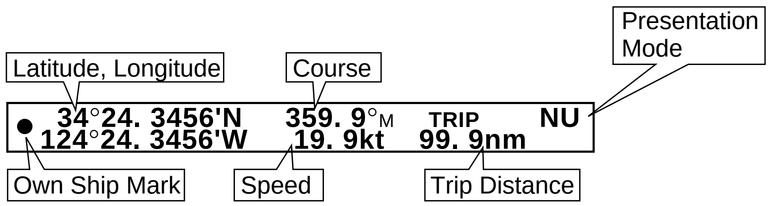


Waypoint data (waypoint selected with cursor)



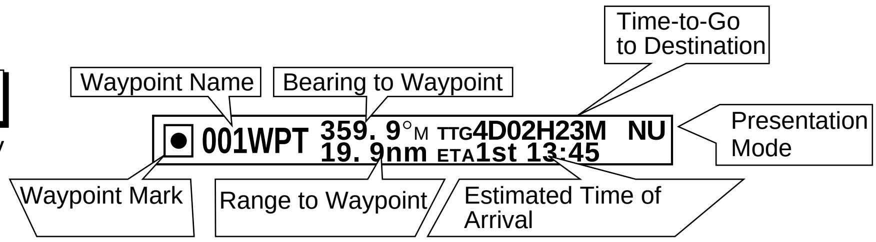
Own ship position

NAV POS soft key



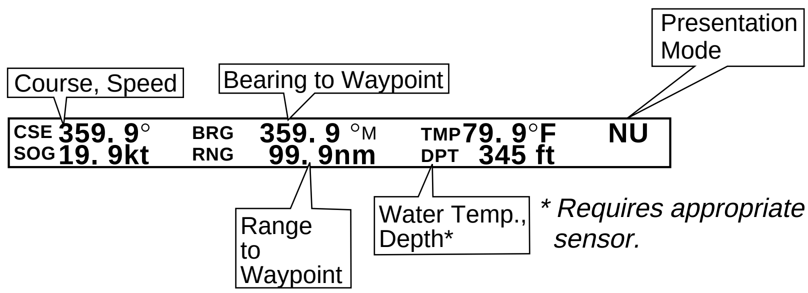
Destination waypoint data

NAV WPT soft key



Own ship speed and course

NAV S/C soft key



Turns off nav data window

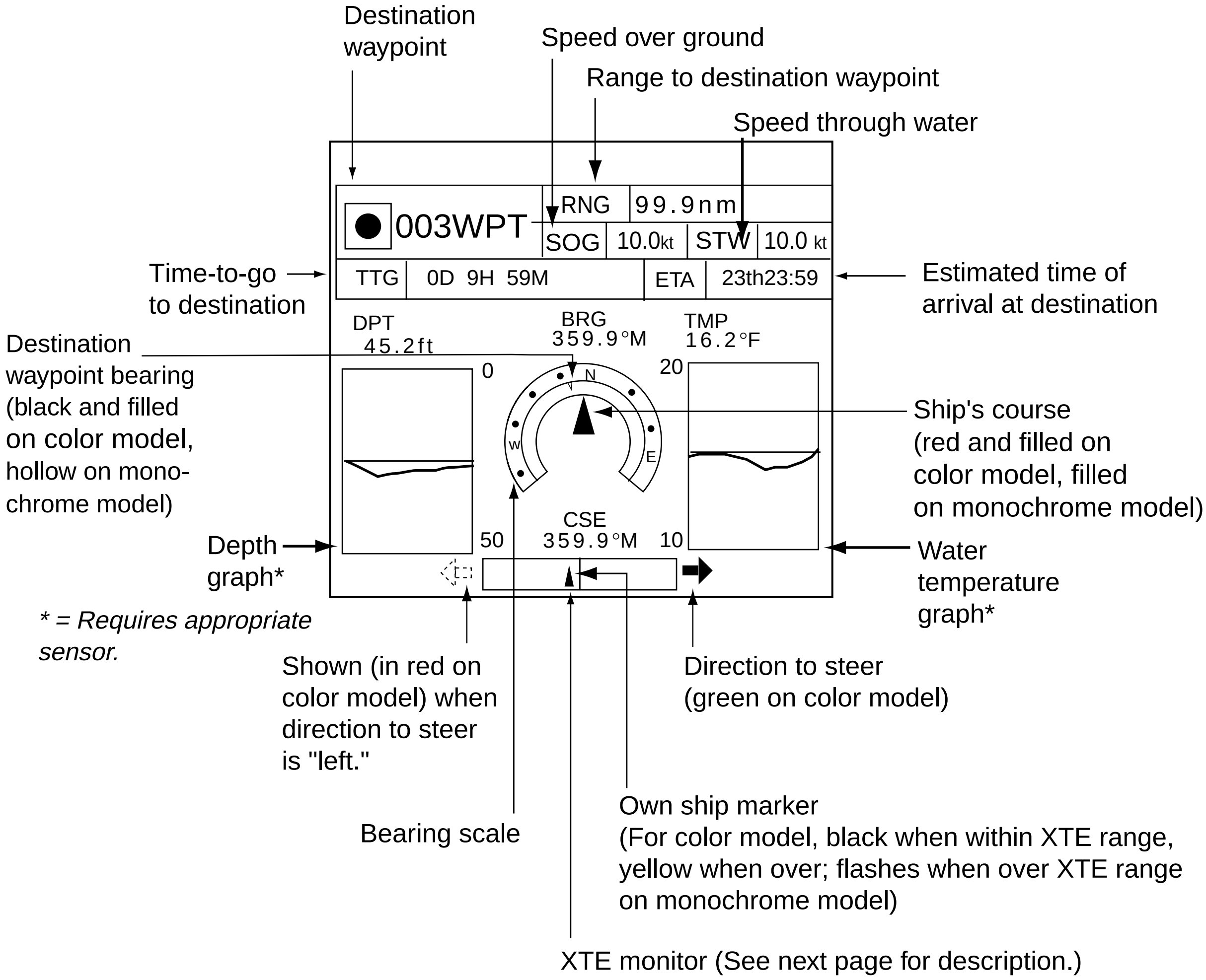
NAV OFF soft key

Contents of nav data window

3.1.2 Compass display

The compass display, displayed at the bottom half of the screen in the combination display, provides steering information. The compass rose shows two triangles: the black triangle (hollow on monochrome model) shows the bearing to destination waypoint and the red (solid on monochrome) triangle, which moves with ship's course, shows own ship's course.

The water temperature and depth graphs, which require appropriate sensors, show the latest 10 minutes of temperature and depth data. The range of the depth graph is 50 feet and it is automatically adjusted with depth.



Compass display

Reading the XTE (cross-track error) monitor

The XTE monitor, located below the compass rose, shows the amount you are off course and the direction to steer to return to course. The own ship marker shows the direction and amount your ship is off course. It is shown in black when the amount of cross-track error is within the XTE monitor range and yellow when it is over. (On the monochrome model it flashes when the amount of cross-track error is more than the XTE monitor range.) An arrow appears at the right or left side of the XTE monitor and it shows the direction to steer to return to intended course. (For the color model the arrow is shown in red when you should steer left, and green when you should steer right.) In the example on the previous page you would steer right to return to course. To maintain course, steer the vessel so the own ship marker stays at the center of the XTE monitor.

Soft keys

EDIT XT-LMT: Sets the range for XTE monitor scale. See the procedure below for how to set.

RESTART NAVGATION TO
CURRENT WAYPOINT.
ARE YOU SURE?
YES ... PUSH ENTER KNOB
NO ... PUSH CLEAR KEY

(Setting the range for the XTE monitor)

1. With the compass (or highway) display shown, press the EDIT XT-LMT soft key to display the following window.

XTE LIMIT

0.1nm

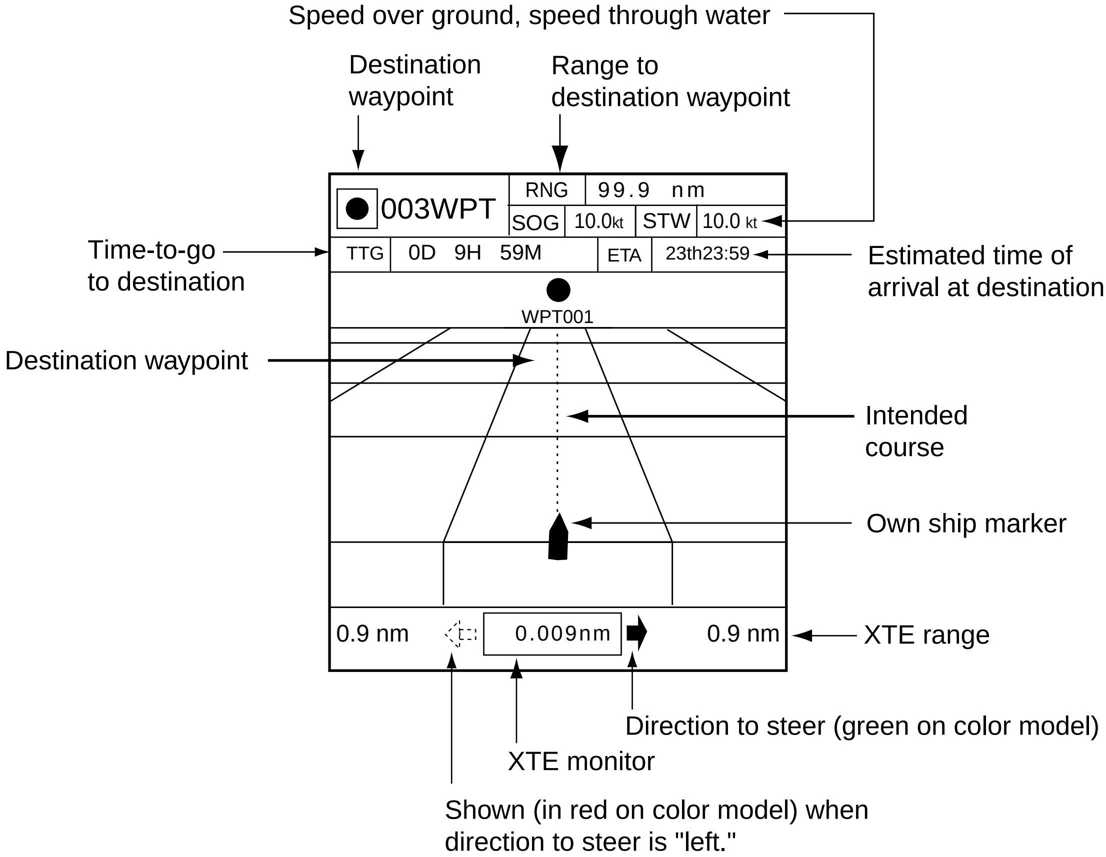
XTE range setting window

2. Use the cursor pad to select digit to change. Note that all digits may be cleared by pressing the [CLEAR] key.
3. Use the [ENTER] knob to set value, or press the CANCEL soft key to cancel.

RESET XTE: Displayed when destination is set, and enables you to restart navigation. When this soft key is pressed, the following message is displayed.

3.1.3 Highway display

The highway display, displayed at the lower half of the screen in the combination display, provides a graphic presentation of ship's track along intended course. It is useful for monitoring ship's progress toward a waypoint. The own ship marker shows relation between ship and intended course. The XTE monitor shows the direction and amount your vessel is off course – the arrow shows the direction to steer to return to your course and the numeric the distance you are off course. Using the figure below as an example, you would steer right 0.009 nm to return to course. To maintain course, steer the vessel so the own ship marker stays aligned with the intended course line.



Highway display

Soft keys

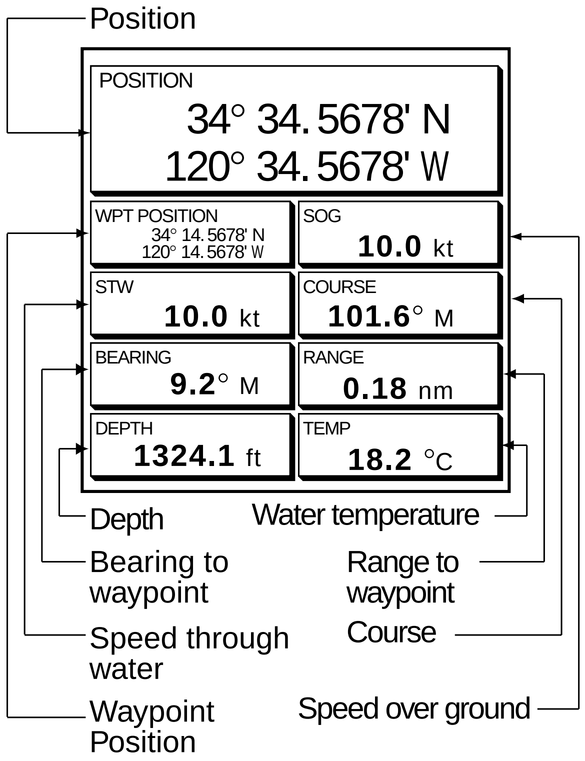
EDIT XT-LMT: Sets the range for the XTE monitor scale. See the procedure on the previous page for how to set.

RESET XTE: Displayed when destination is set, and enables you to restart navigation. See the description on the previous page.

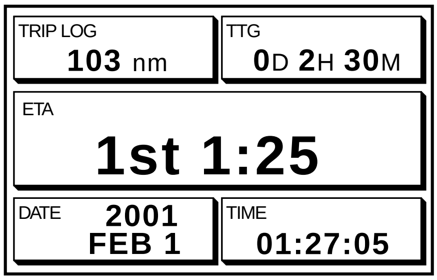
3.1.4 Nav data display

The nav data display provides comprehensive navigation data. The user may select what data to display and where to display it, on the NAV DATA DISPLAY SETUP menu. For details see paragraph "5.8 Nav Data Display Setup."

Appropriate sensors are required. Bars (- -) appear when corresponding sensor is not connected.



Full-screen display



Half-screen display

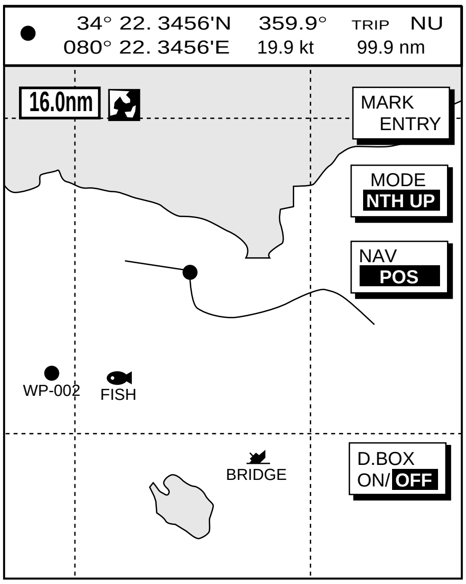
Nav data displays

3.2 Presentation Mode

Three types of presentation modes are provided for the plotter display: north-up, course-up and auto course-up. To change the presentation mode, first press the [HIDE/SHOW] key if the plotter soft keys are not displayed. Press the MODE soft key to select desired mode. Each press of the key changes the presentation mode and presentation mode indication (top right-hand corner of the screen) cyclically in the sequence of North-up, Course-up and Auto course-up.

3.2.1 North-up

North is at the top of the display and own ship, shown by a filled circle. This mode is useful for long-range navigation.

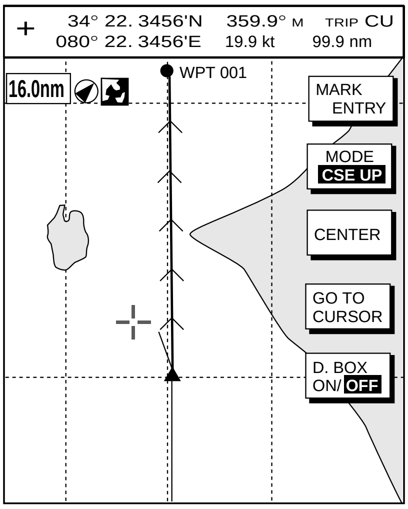


Plotter display, north-up mode

3.2.2 Course-up

The destination is at the top of the screen when a destination is set. When no destination is set, the course or heading is at the top of the screen at the moment the course-up mode is selected. A filled triangle marks own ship's position.

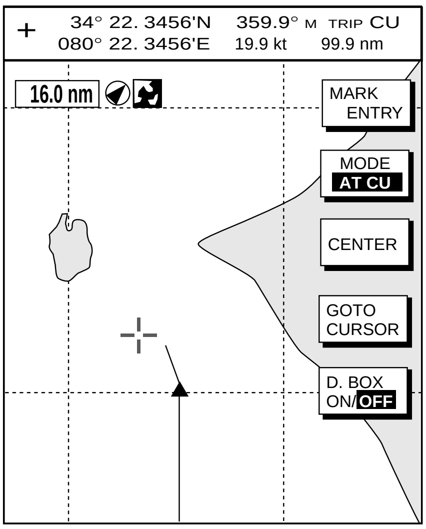
Note: The data sentences GGA and VTG must be output from the NavNet display unit connected to the GPS navigator in order to correctly orient the own ship marker in the course-up mode on other NavNet display units.



Plotter display, course-up mode, destination set

3.2.3 Auto course-up

The course is at the top of screen at the moment the auto course-up mode is selected. n this mode, the current course is kept at the top of the screen within 22.5 degrees. For example, if your vessel turns for than 22.5 degrees to port or starboard, the chart display will rotate so that your course is pointing towards the top of the screen again.. A filled triangle marks own ship's position.



Plotter display, auto course-up mode

3.3 Shifting the Display

The plotter display can be shifted on the plotter display as below.

1. Press the cursor pad to display the cursor.
2. Locate the cursor at a screen edge and press and hold down the cursor pad. The screen shifts in the direction opposite of cursor location.
3. To automatically return the cursor to the screen center, press the CENTER soft key. This also returns own ship marker to the screen center.

3.4 Chart Scale

Chart scale (range) may be selected with the [RANGE -] or [RANGE +] key. The [-] key expands the chart range; the [+] key shrinks it.

Charts scales

nm	0.125	0.25	0.5	1	2	4	8	16	32	64	128	256	512	1024
km	0.23	0.46	0.93	1.85	3.70	7.41	14.8	29.6	59.3	119	237	474	948	1896
sm	0.144	0.29	0.58	1.15	2.30	4.60	9.21	18.4	36.8	73.7	147	295	589	1178

Note: When the display is expanded or shrunk beyond the range of the chart card in use the message “NO CHART” appears, along with the appropriate chart icon. See the illustration on the next page for details.

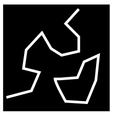
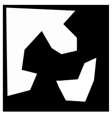
3.5 Chart Cards

3.5.1 Chart card overview

Your system reads FURUNO and NavCharts™ (NAVIONICS) charts, or C-MAP charts, depending on its specification.

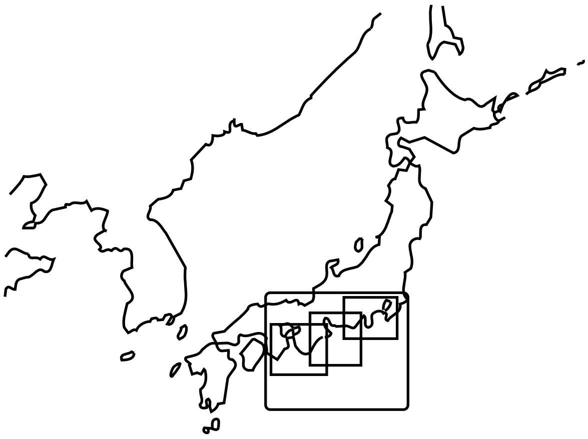
When you insert a suitable chart card in the slot and your boat is near any chart graphic data, a chart appears. If a wrong card is inserted or a wrong chart scale is selected, land masses will appear hollow. Insert the proper card and select a suitable chart scale. Chart icons appear at the top of the display to help you select a suitable chart scale. The table below shows the chart icons and their meanings.

Chart icons and their meanings

Icon	Meaning
	Proper card is not inserted or chart scale is too small. Operate the RANGE key to adjust chart scale.
	Chart scale is too large. Operate the RANGE key to adjust chart scale.
	Suitable chart scale is selected.

3.5.2 Indices and chart enlargement

When the [RANGE] key is operated, you will see several frames appear on the chart. These frames are called indices and they show you what parts of the chart can be zoomed in on.



Sample chart (Japan) showing indices

When a chart cannot be displayed

A chart will not be displayed in the following conditions:

- When the chart scale is too large or too small.
- When scrolling the chart outside the indices.
- When this happens, select proper chart scale.

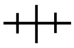
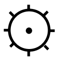
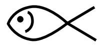
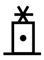
Note: Indices can be turned on or off with “Chart border line.” See page 5-13 for FURUNO and NAVIONICS charts and 5-16 for C-MAP charts.

3.5.3 FURUNO and NavCharts™

Chart symbols

The table below shows FURUNO and NavCharts™ mini chart symbols and their meanings.

Chart symbols

Symbol	Description	Symbol	Description
	Summit		Position of Sounding
	Wreck		Obstruction
	Lighthouse		Fishing Reef
	Lighted Buoy		Platform
	Buoy		Anchorage
	Radio Station		

Data for aids to navigation

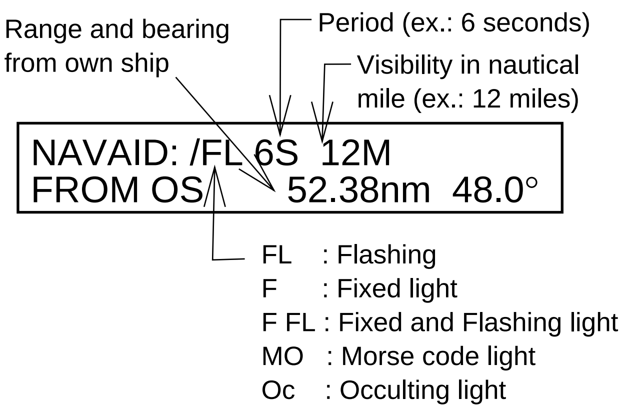
Selected FURUNO and NavCharts™ charts can show buoy and lighthouse data. Simply place the cursor on the lighthouse or buoy mark.



Place the cursor on
a lighthouse or buoy mark.

Lighthouse mark

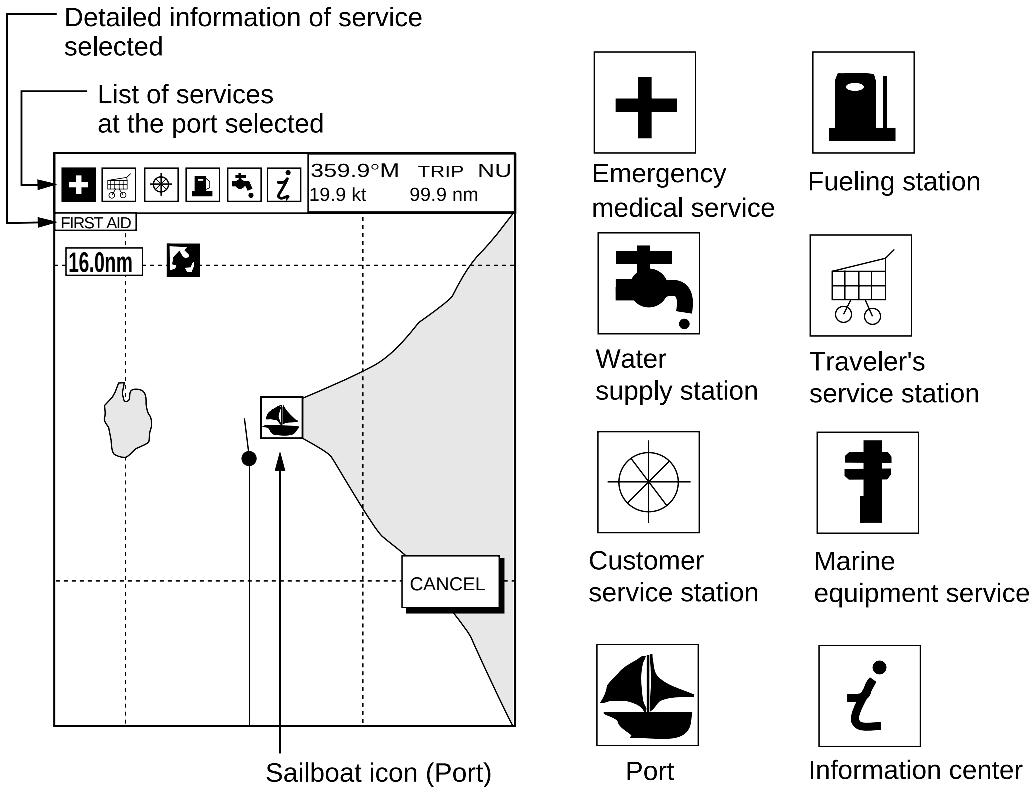
Example of data displayed



Example of buoy, lighthouse data

Port service icons (NavCharts™ only)

NavCharts™ show services available at ports, with icons. Use the cursor pad to place the cursor on the sailboat icon (denotes a port or harbor), and then push the [ENTER] knob. The services available appear at the top of the display.



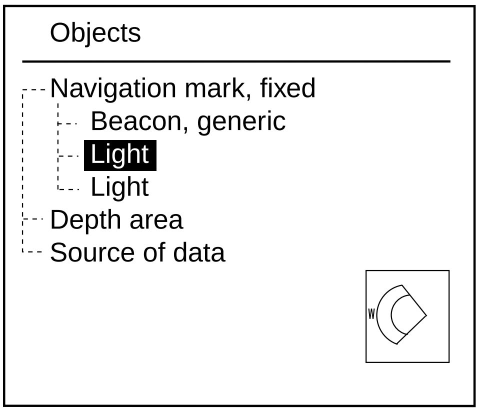
Plotter display, showing port service display

3.5.4 C-MAP cards

Cursor and data display

Besides its fundamental functions of providing position data, the cursor can also show caution area, depth area, source of data, etc. on C-map charts. In addition, you can display information about an icon by placing the cursor on it.

1. Press the cursor pad to turn the cursor on.
2. Use the cursor pad to place the cursor on the position desired.
3. Push the [ENTER] knob to open the Objects window.



Objects window

4. Use the cursor pad to select the item desired.
5. Push the [ENTER] knob to display details for object selected.

Navigation Mark, fixed
Light

Color
White
Height
12.0 Meters
Light characteristic
flashing
Sectorlimit one
64.0 Degrees
Sectorlimit two
138.0 Degrees
Signal group
(3)
Signal period
10.0 Seconds

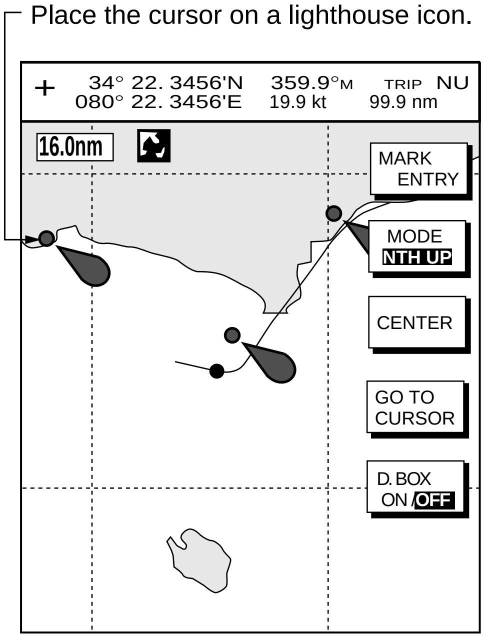
Example of caution area window

6. Press the RETURN soft key to close the window.
7. Repeat step 4 to 6 to select other item.
8. Press the [MENU] key to close the menu.

<u>Icon data</u>

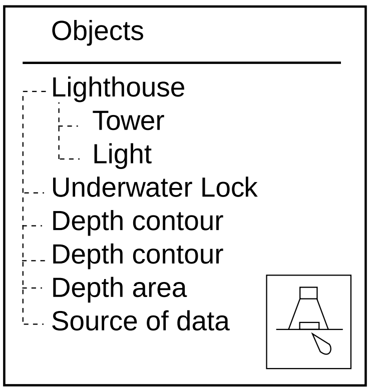
You may place the cursor on any icon to find information about the selected icon.

1. For example, place the cursor on a lighthouse icon.



Lighthouse icon

2. Push the [ENTER] knob to show data. For example, the following window appears for a lighthouse.



Object windows

3. Use the cursor pad to select the item desired.
4. Push the [ENTER] knob to display detailed information.

Navigation mark, fixed
Light.

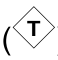
Color
    white
Height
    7. 00 Meters
Light characteristic
    occulting
XXXXXXXX
XXXXXXXX

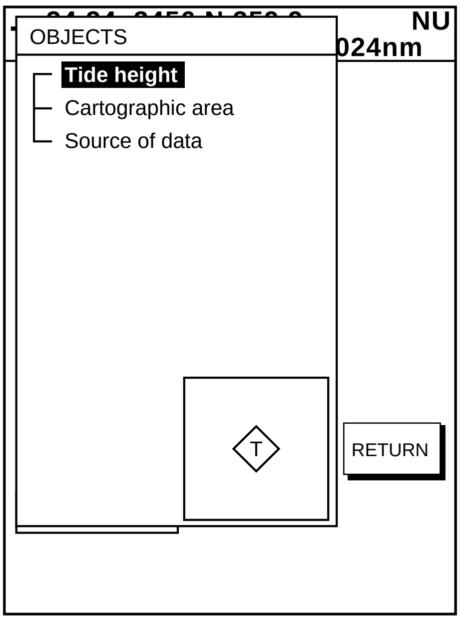
Sample lighthouse data

5. Press the RETURN soft key to close the Objects window.

Tide information

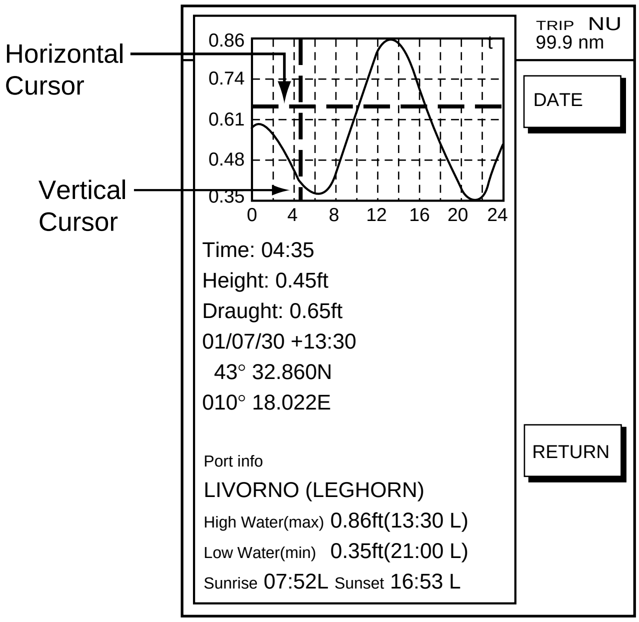
The C-MAP chart card provides for calculation of the tide heights for any date. Additionally it displays the times of sunrise and sunset.

1. Press the cursor pad to place the cursor on a Tide icon ().
2. Push the [ENTER] knob to open the Objects window.



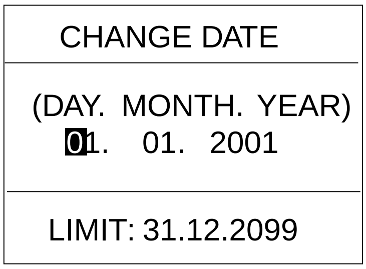
Objects window

3. Use the cursor pad to select “Tide height.”
4. Push the [ENTER] knob to open the TIDE window.



Tide window

5. Press the DATE soft key to open the DATE window.



Date window

6. Use ◄ or ► to position the cursor where desired and then rotate the [ENTER] knob to set. Repeat to enter complete date.
7. Push the [ENTER] knob to show the tidal graph for entered date.
8. Use ◄ or ► to locate the vertical cursor on the hour desired.
9. Use ▲ or ▼ to shift the level cursor to select draught.
10. See the time, height and draught indications below the tide graph for tide information.
11. Press the RETURN soft key to close the TIDE window.

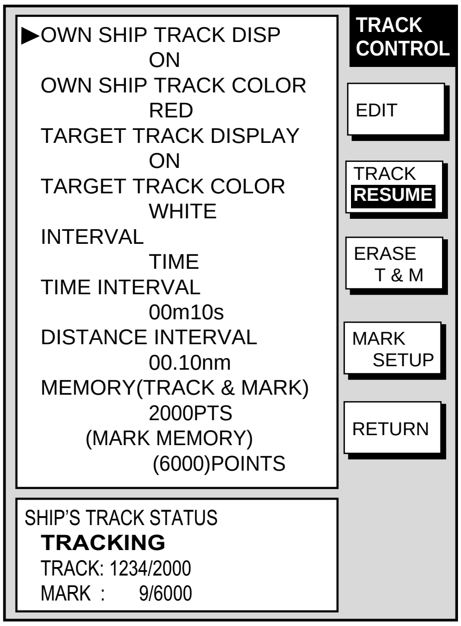
3.6 Working with Track

Your ship's track is plotted on the screen using navigation data fed from a navigation receiver. This section shows you what you can do with track, from turning it on or off to changing its plotting interval. Own ship's track is displayed in the default setting and on the color model it is red.

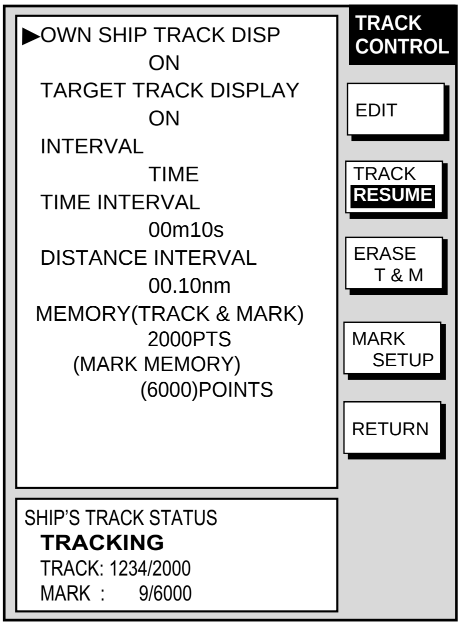
3.6.1 Displaying track

<u>Own ship track</u>

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.



<u>MODEL1722C series</u>



<u>MODEL1722 series</u>

Track control menu

2. Use the cursor pad to select OWN SHIP TRACK DISP.
3. Press the EDIT soft key to show the track display window.
4. Use the cursor pad to select ON (default setting) or OFF as appropriate.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

Note: The number of track and mark points used appears at the SHIP'S TRACK STATUS window on the TRACK CONTROL menu. Using the figure above as an example, 1234 points of track and 9 marks have been recorded.

Target track

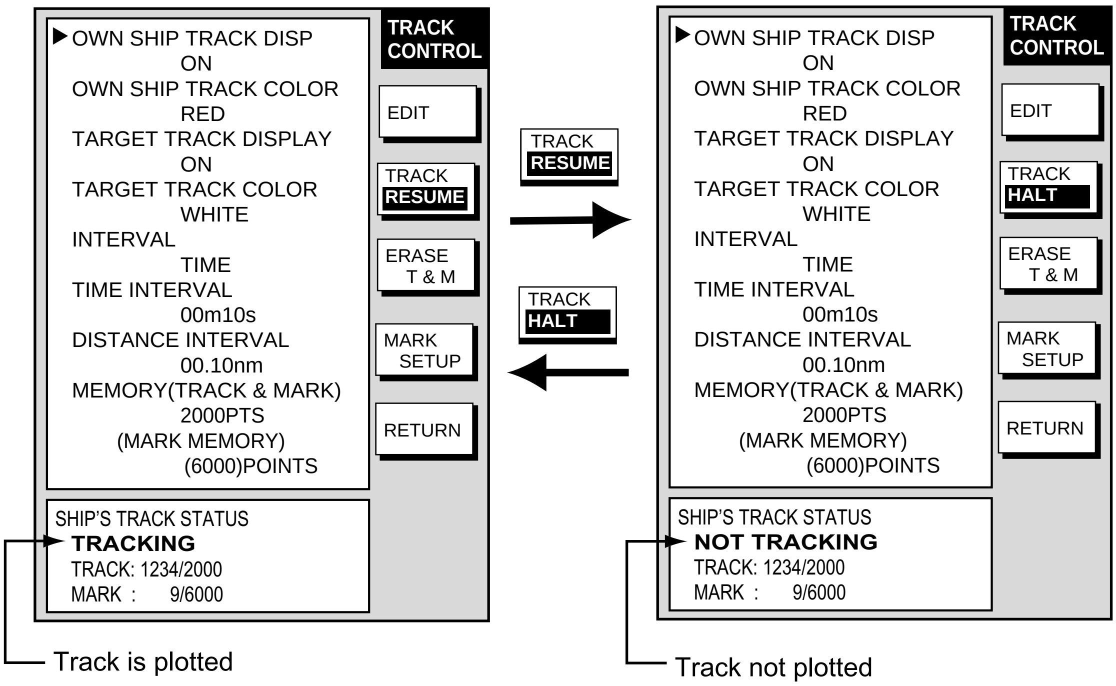
Target track, NMEA format TTM data sentence (target data fed from an ARP board-equipped MODEL1833/1833C series network radar), may be turned on or off as desired. The default setting is ON.

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the cursor pad to select TARGET TRACK DISPLAY.
3. Press the EDIT soft key to show the target track display window.
4. Use the cursor pad to select ON or OFF as appropriate.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

3.6.2 Stopping, restarting plotting of own ship track

When your boat is at anchor or returning to port you probably won't need to record its track. You can stop recording the track, to conserve the track memory, as follows:

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.



Track control menu (MODEL1722C series)

2. Press the TRACK RESUME soft key. The soft key now shows "TRACK HALT" and the indication "TRACKING" in the SHIP'S TRACK STATUS window changes to "NOT TRACKING." In addition, the icon "H" is displayed at the top of the plotter display and own ship marker becomes a hollow circle. To restart plotting the track, press the TRACK HALT soft key.
3. Press the [MENU] key to close the menu.

3.6.3 Changing track color (MODEL1722C series)

Track can be displayed in red (default setting), yellow, green, light-blue, purple, blue and white. It can be useful to change track color on a regular basis to discriminate between previous day's track, etc.

Own ship's track

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the cursor pad to select OWN SHIP TRACK COLOR.
3. Press the EDIT soft key to display the track color window.

TRACK COLOR
▲
⊙ RED
○ YELLOW
○ GREEN
○ LIGHT BLUE
○ PURPLE
○ BLUE
○ WHITE
▼

Own ship track color window

4. Use the cursor pad to select the color desired.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

Target track

Like own ship's track, target tracks can be displayed in red (default setting), yellow, green, light-blue, purple, blue and white.

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the cursor pad to select TARGET TRACK COLOR.
3. Press the EDIT soft key to display the track color window.
4. Use the cursor pad to select the color desired.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

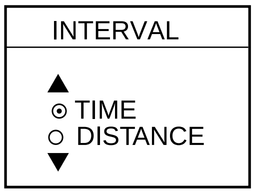
3.6.4 Track plotting method and interval for own ship track

In drawing the own ship track, first the ship's position fed from a navigation receiver is stored into the unit's memory at an interval of time or distance. A shorter interval provides for better reconstruction of the track, but the storage time of the track is reduced. When the track memory becomes full, the oldest track is erased to make room for the latest.

Track plotting method

Track may be plotted by time or distance interval. The default setting is "time."

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the cursor pad to select INTERVAL.
3. Press the EDIT soft key to display the plot window.

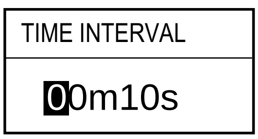


Plot window

4. Use the cursor pad to select TIME or DISTANCE as appropriate. Distance is useful for conserving track memory, since no track is recorded when the boat is stationary.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

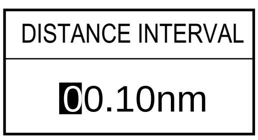
Track plotting interval

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the cursor pad to select TIME INTERVAL or DISTANCE INTERVAL as appropriate.
3. Press the EDIT soft key to display the time or distance interval window, depending on what you selected at step 2.



Setting range: 0 min 01 sec (continuous) - 99 min 59 sec
Default setting: 10 sec

(When selecting TIME INTERVAL.)



Setting range: 00.01 nm (continuous) - 99.99 nm (km, sm)
Default setting: 0.1 nm

(When selecting DISTANCE INTERVAL.)

Interval windows

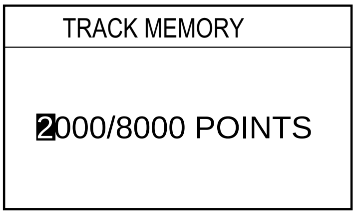
4. Use the [ENTER] knob and the cursor pad to enter numeric data. The [CLEAR] key functions to clear an entire line of data.
5. Push the [ENTER] knob or ENTER soft key.
6. Press the [MENU] key to close the menu.

3.6.5 Changing own ship track/mark distribution setting

The equipment stores a total of 8000 points of track and marks. This amount may be distributed as desired, and the default setting is 2000 points of track and 6000 marks.

When you change the track memory setting all tracks and marks in the memory are erased. If necessary save the data to a memory card. For further details see paragraph “6.1.2 Saving data to a memory card”.

1. Press the [MENU] key followed by the CHART SETUP and TRACKS & MARKS CONTROL soft keys to open the TRACK CONTROL menu.
2. Use the cursor pad to select MEMORY (TRACK & MARK).
3. Press the EDIT soft key to display the memory (track & mark) window.



Memory (track & mark) window

4. Use the [ENTER] knob to enter desired number of track memory points.
5. Push the ENTER soft key or [ENTER] knob. You are asked if you are sure to change the track memory capacity.
6. Push the [ENTER] knob to register setting.
7. Press the [MENU] key to close the menu.

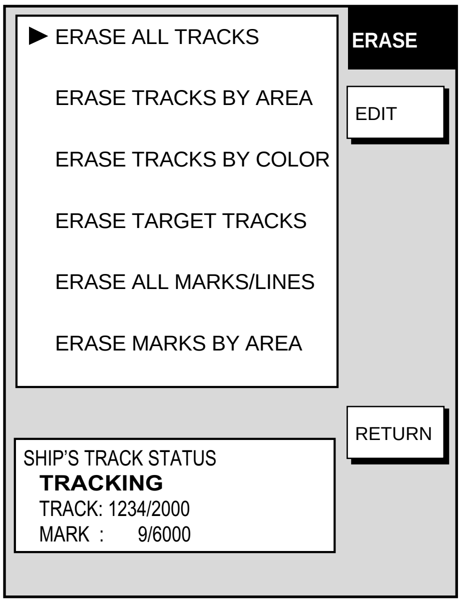
3.6.6 Erasing track

This paragraph shows you how to erase own ship's track and target tracks. You can erase ship's track three ways: collectively, by color (color model only) and by area.

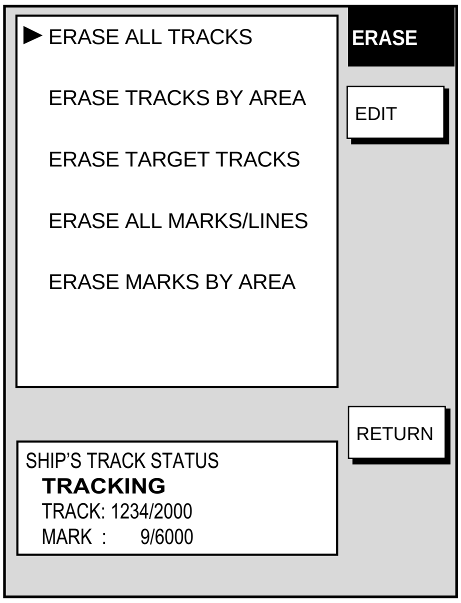
Erasing own ship track by area

You can erase own ship's track by area as below. This function is not available on the overlay display (MODEL1722C series).

1. Press the [MENU] key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.



MODEL1722C series



MODEL1722 series

Erase menu

2. Use the cursor pad to select ERASE TRACKS BY AREA and press the EDIT soft key. The menu is erased and the plotter display appears.
3. Use the cursor pad to place the cursor at the top left of corner which you want to erase track from.
4. Press the START soft key or the [ENTER] knob.
5. Drag the cursor diagonally to the bottom right corner of the area which you want to erase track from.
6. Press the END soft key or the [ENTER] knob. You are asked if it is all right to delete the track.
7. Push the [ENTER] knob to delete the track selected.
8. Press the [MENU] key twice to close the menu.

Erasing own ship track by color (color model)

You may erase own ship's track by color as follows:

1. Press the [MENU] key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the cursor pad to select ERASE TRACKS BY COLOR and press the EDIT soft key.

```
ERASE TRK BY COLOR
▲
⊙ RED
○ YELLOW
○ GREEN
○ LIGHT BLUE
○ PURPLE
○ BLUE
○ WHITE
▼
```

Erase track by color window

3. Use the cursor pad to select the color you want to erase and push the [ENTER] knob or ENTER soft key. You are asked if it is all right to delete the track.
4. Push the [ENTER] knob to erase track color selected.
5. Press the [MENU] key twice to close the menu.

Erasing all own ship track

1. Press the [MENU] key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the cursor pad to select ERASE ALL TRACKS and press the EDIT soft key.
3. Push the [ENTER] knob to erase all own ship track.
4. Press the RETURN soft key.
5. Press the [MENU] key to close the menu.

Erasing all target tracks

1. Press the [MENU] key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the cursor pad to select ERASE TARGET TRACKS and press the EDIT soft key.
3. Push the [ENTER] knob to erase all target tracks.
4. Press the [MENU] key twice to close the menu.

3.7 Marks, Lines

Marks are useful for denoting important points such as a good fishing spot. Marks can be inscribed in seven shapes and seven colors (MODEL1722C series): Red, yellow, green, light-blue, purple, blue and white.



Mark shapes

3.7.1 Entering a mark

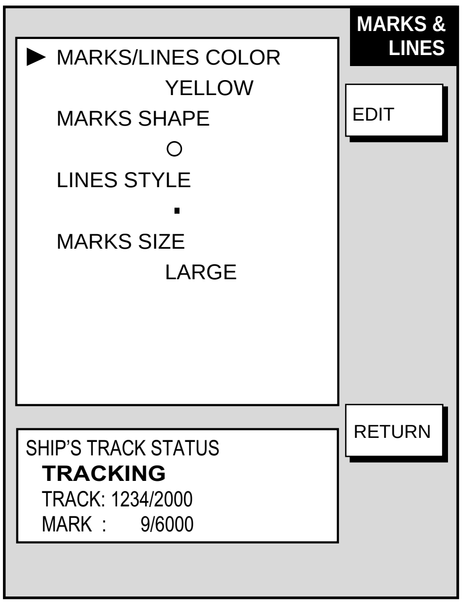
1. Place the cursor on the location where you want a mark to appear.
2. Press the MARK ENTRY soft key. (Press the [HIDE/SHOW] key if the plotter soft keys are not shown.)

The mark is inscribed in the size and shape selected on the MARKS & LINES menu. The default mark attributes are size, normal; color (MODEL1722C series), yellow, and shape, hollow circle (○).

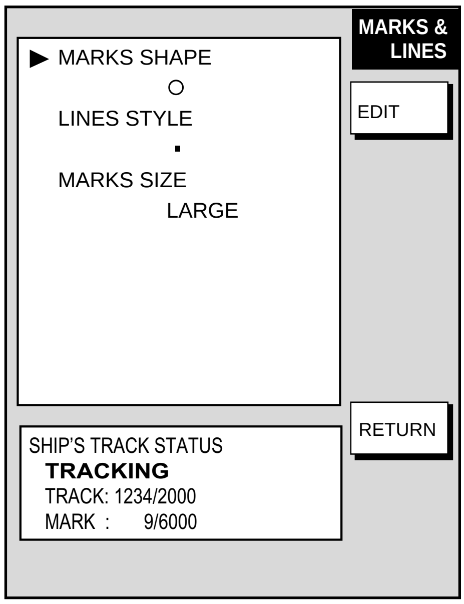
3.7.2 Changing mark attributes

You can select the shape and for marks on the MARKS & LINES menu.

1. Press the [MENU] key to show the menu.
2. Press the CHART SETUP, TRACKS & MARKS CONTROL and MARK SETUP soft keys to show the MARKS & LINES menu.



MODEL1722C series

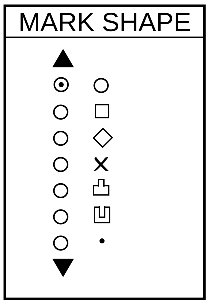


MODEL1722 series

Marks & lines menu

3. **For the MODEL1722C series,** do the following to select mark and line color.
   Select MARKS/LINES COLOR and press the EDIT soft key.
   Use the cursor pad to choose color desired and press the ENTER soft key.

4. Select MARKS SHAPE and press the EDIT soft key.



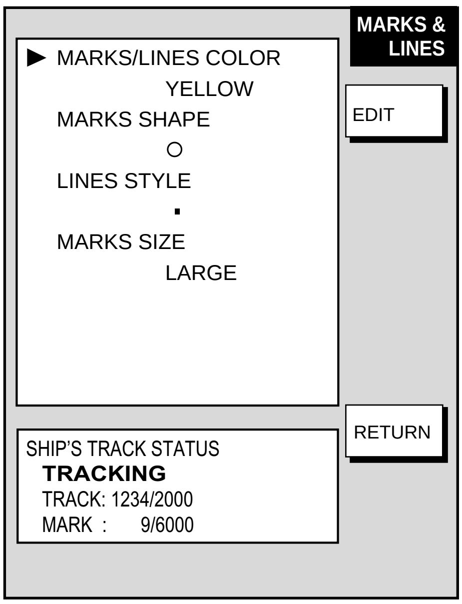
Mark shape window

5. Use the cursor pad to select mark shape desired and then press the RETURN soft key.
6. Select MARKS SIZE and press the EDIT soft key.
7. Use the cursor pad to select LARGE (default setting) or SMALL as appropriate.
8. Press [ENTER] knob or ENTER soft key.
9. Press the [MENU] key twice to close the menu.

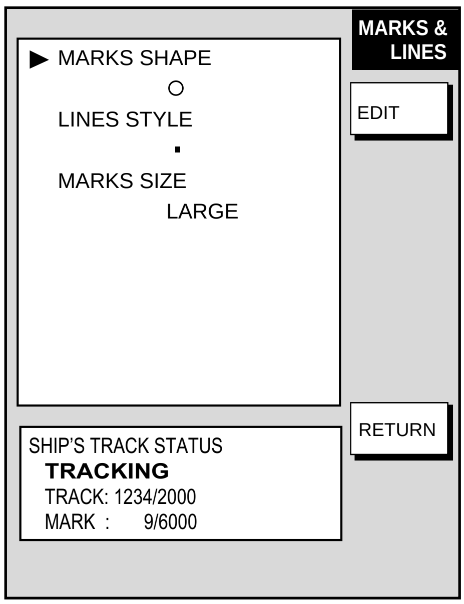
3.7.3 Selecting line type

You may inscribe lines to denote good fishing spots, areas of special interest, etc. You can even construct simple charts.

1. Press the [MENU] key followed by the CHART SETUP, TRACKS & MARKS CONTROL and MARKS SETUP soft keys to show the MARK & LINES menu.



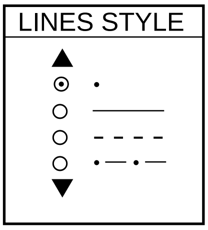
MODEL1722C series



MODEL1722 series

Marks & lines menu

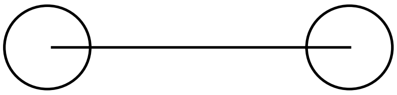
2. Select LINE STYLE and press the EDIT soft key.



Mark line window

3. Use the cursor pad to select line style desired and press the ENTER soft key.

   Line style “dot” disables line drawing. The joint between lines is determined by mark shape. For example, selecting the circle shape will join lines with a circle as below.



4. Press the [MENU] key to close the menu.

3.7.4 Erasing marks, lines

Erasing an individual mark

1. Operate the cursor pad to place the cursor on the mark you want to erase.
2. Press the [CLEAR] key to erase the mark.

Erasing an individual line

1. Place the cursor on an end of the line to erase and press the [CLEAR] key.
2. Placing the cursor at the intersecting point of two line segments will erase both line segments.

Erasing marks, lines by area

This function is not available on the overlay area (MODEL1722C series).

1. Press the [MENU] key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the cursor pad to select ERASE MARKS BY AREA and press the EDIT soft key. The menu is erased and the plotter display appears.
3. Use the cursor pad to place the cursor at the top left-hand corner of the area which is to enclose the marks/lines to erase.
4. Press the START soft key or the [ENTER] knob.
5. Drag the cursor to the bottom right-hand corner of the area which is to enclose the marks/lines to erase.
6. Press the END soft key or the [ENTER] knob. You are asked if it is all right to delete the marks/lines selected. Press the [ENTER] knob to delete.
7. Press the [MENU] key to close the menu.

Erasing all marks, lines

You can erase all marks and lines. Be absolutely sure you want to erase all marks and lines - erased marks and lines cannot be restored.

1. Press the [MENU] key followed by the CHART SETUP, TRACKS & MARKS CONTROL and ERASE T & M soft keys to show the ERASE menu.
2. Use the cursor pad to select ERASE ALL MARKS/LINES and press the EDIT soft key.
3. Push the [ENTER] knob to erase all marks and lines.
4. Press the [MENU] key twice to close the menu.

3.8 Waypoints

In navigation terminology, a waypoint is a particular location on a voyage whether it be a starting, intermediate or destination point. A waypoint is the simplest piece of information your equipment requires to get you to a destination, in the shortest distance possible.

This unit has 999 waypoints into which you can enter position information. You may enter a waypoint five ways: at own ship position, at MOB position (page3-61), by cursor, by range and bearing, and through the waypoint list (manual input of latitude and longitude).

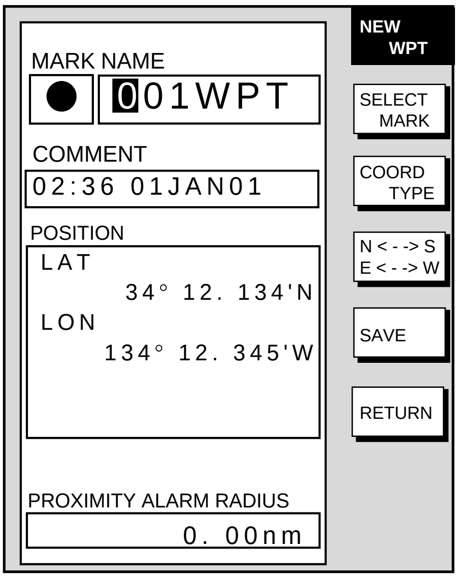
3.8.1 Entering waypoints

Entering a waypoint at own ship position

Press the [SAVE/MOB] key momentarily to store your position as a waypoint. This new waypoint will automatically be saved in the waypoint list, under the youngest empty waypoint number.

Entering a waypoint with the cursor

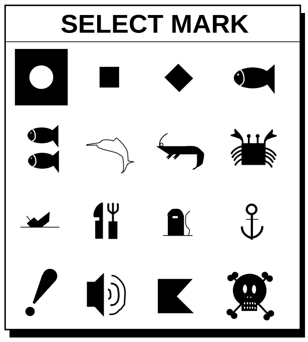
1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES, WAYPOINTS and WAYPOINT BY CURSOR soft keys. The plotter display appears.
3. Operate the cursor pad to place the cursor on the location desired.
4. Press the NEW WPT soft key. The waypoint window appears and it shows waypoint mark shape, waypoint name, comment (default: time and date), position of waypoint and proximity alarm radius.



Waypoint window

5. **If you do not need to change the waypoint data,** press the SAVE soft key to register the waypoint. The steps which follow show you how to change waypoint data.
6. For the color model, press the SELECT MARK soft key.

7. Press the MARK SHAPE soft key to open the mark shape selection window.



Waypoint mark shape selection window

8. Operate the cursor pad to select shape desired.
9. Press the ENTER soft key.
10. **For the MODEL1722C series,** press the SELECT MARK and MARK COLOR soft keys in that order to open the waypoint mark color selection window. Select color desired and press the ENTER soft key.

SELECT COLOR

▲
⊙ RED
○ YELLOW
○ GREEN
○ LIGHT BLUE
○ PURPLE
○ BLUE
○ WHITE
▼

Waypoint mark color selection window

Note: You cannot change the shape and color of a waypoint when the proximity alarm radius for it is other than “zero.” To change shape or color, enter all zeroes as the proximity alarm radius.

11. You can change the name (1 to 6 characters), comment (13 characters), L/L position and the proximity alarm radius for a waypoint as follows:
    a) Use the cursor pad to select the NAME, COMMENT, POSITION or PROXIMITY ALARM RADIUS field. (“Proximity alarm radius” provides for visual and aural alarms when your boat nears a waypoint by the distance specified. A circle with a diagonal line through it marks any waypoint for which its proximity alarm radius is other than zero.)
    b) Use the cursor pad to select location.
    c) Rotate the [ENTER] knob to select appropriate alphanumeric character.

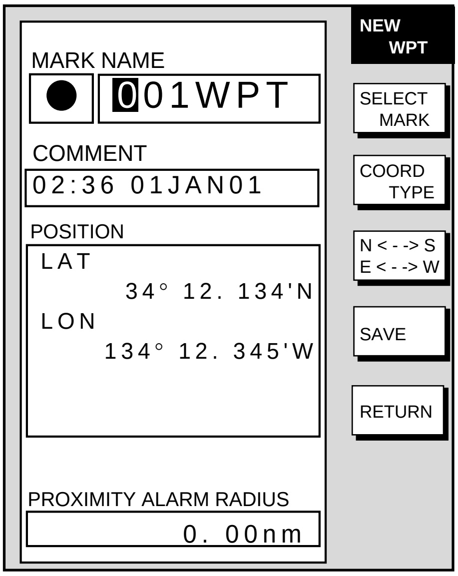
12. Press the SAVE soft key to register the waypoint.
13. Enter another waypoint with the cursor, or press the [MENU] key to close the menu.

Entering a waypoint by range and bearing

This method is useful when you want to enter a waypoint using range and bearing to a target found on a radar.

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES, WAYPOINTS and WAYPOINT BY RNG & BRG soft keys.
3. An “X” (red on the MODEL1722C series) appears at own ship position, and it is the origin point for range and bearing. Operate the cursor pad to place the cursor on the location desired. Range and bearing from own ship to the cursor appear at the top of the display.

   Note: The origin point of range and bearing can be shifted to the location desired. Operate the cursor pad to select location, and then press the START POINT soft key.
4. Press the NEW WPT soft key. The waypoint window appears and it shows mark shape, waypoint name, comment (default: date and time), position of waypoint and proximity alarm radius.



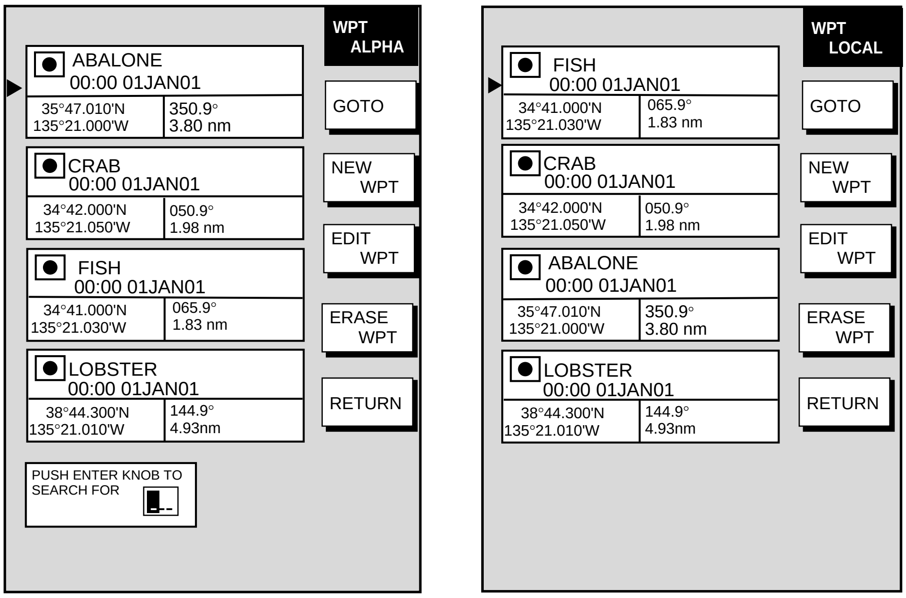
Waypoint window

5. If necessary, change waypoint data following the instructions from step 6 in “Entering a waypoint with the cursor” on page 3-29.
6. Press the SAVE soft key to register the waypoint. To enter another waypoint with the cursor select desired location with the cursor pad and press the NEW WPT soft key.
7. Press the [RETURN] key to close the menu.

Entering a waypoint from the waypoint list

You can manually enter waypoint position from the waypoint list as follows:

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES and WAYPOINTS soft keys.
3. Press the LOCAL LIST (lists waypoints in order from nearest to furthest) or ALPHANUMERIC LIST (lists waypoints in alphanumeric order) soft key.



Alphanumeric waypoint list   Local waypoint list

Alphanumeric and local waypoint lists

4. Press the NEW WPT soft key to show the waypoint window (see the figure on the previous page). Own ship position is shown in the position box.
5. Select the position box and enter waypoint position desired, using the cursor pad to select location and rotating the [ENTER] knob to enter digit.
6. If desired change waypoint data following the instructions from step 6 in “Entering a waypoint with the cursor” on page 3-29.
7. Press the SAVE soft key to register the waypoint.
8. Press the [MENU] key to close the menu.

3.8.2 Editing waypoint data

Waypoint data may be edited from the waypoint list or directly from the plotter display.

Editing waypoint data from the waypoint list

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES and WAYPOINTS soft keys.
3. Press the LOCAL LIST or ALPHANUMERIC LIST soft key as appropriate.
4. Use the cursor pad to select the waypoint you want to edit.
5. Press the EDIT WPT soft key.
6. Edit waypoint as appropriate.

7. Press the SAVE soft key.
8. Press the [MENU] key to close the menu.

Editing a waypoint from the plotter display

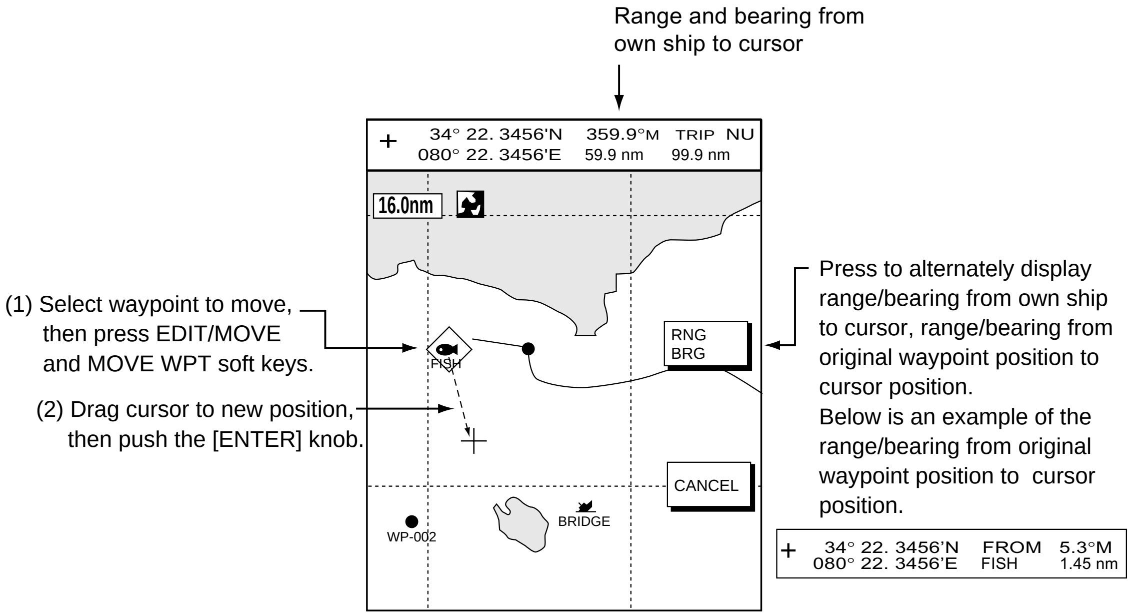
You may change edit waypoints from the plotter display as follows:

1. Press the [MENU] key followed by the WAYPOINTS/ROUTES and WAYPOINTS soft key to open the waypoint menu.
2. Press the WAYPOINT BY CURSOR soft key.
3. Operate the cursor pad to place the cursor on the waypoint which you want to change. A flashing diamond mark appears on the waypoint when it is correctly selected.
4. Press the EDIT/MOVE soft key. Three soft keys replace the EDIT/MOVE soft key:

   EDIT WPT: Edit from the waypoint entry window.
   MOVE WPT: Move waypoint to new position with the cursor.
   ERASE WPT: Erase waypoint, see paragraph 3.8.3.

5. Press appropriate soft key. If you pressed the EDIT WPT soft key the waypoint entry window appears; edit data as appropriate. For MOVE WPT do the following:
   a) Operate the cursor pad to place the cursor on the location desired for the waypoint. A line connects previous position and new position.
   b) Push the [ENTER] knob. The waypoint moves to the cursor position and its new position is recorded on the waypoint list. If the waypoint is set as destination or is part of a route, you are asked if you are sure to move the waypoint. In this case, push the [ENTER] knob to move the waypoint, or press the [CLEAR] key to cancel.

7. Press the MENU key to finish.



Plotter display

3.8.3 Erasing waypoints

Erasing a waypoint with the cursor

1. Press the cursor pad to turn on the cursor.
2. Operate the cursor pad to place the cursor on the waypoint you want to erase. A flashing diamond mark appears over the waypoint when the waypoint is correctly selected.
3. Press the [CLEAR] key. You are asked if you are sure to erase the waypoint.
4. Push the [ENTER] knob. The waypoint is erased from both the plotter screen (if it is currently displayed) and the waypoint list.

Note: You may also erase a waypoint while the waypoint menu is active as follows:

a) Place the cursor on the waypoint to erase.
b) Press the EDIT/MOVE soft key.
c) Press the ERASE WPT soft key followed by the [ENTER] knob.
d) Press the RETURN soft key to finish.

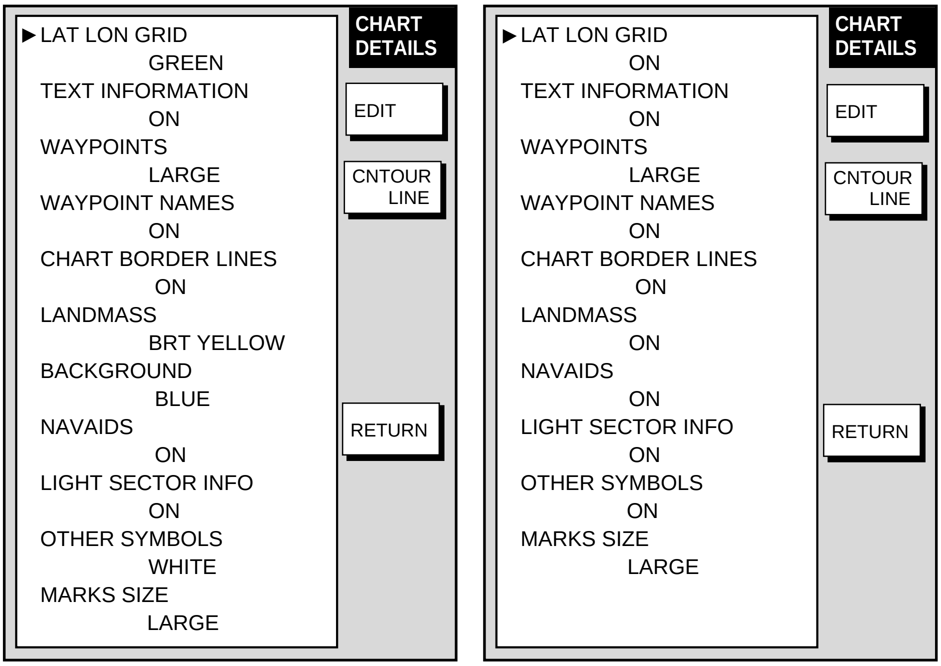
Erasing a waypoint from the waypoint list

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES and WAYPOINTS soft keys.
3. Press the LOCAL LIST or ALPHANUMERIC LIST soft key.
4. Use the cursor pad to select the waypoint you want to erase.
5. Press the ERASE WPT soft key. You are asked if you are sure to erase the waypoint.
6. Push the [ENTER] knob. The waypoint is erased from both the waypoint list and the plotter screen (if it is currently displayed).
7. Press the [MENU] key to close the menu.

3.8.4 Changing waypoint mark size (FURUNO, NavCharts™)

You may change the size of all waypoint marks to small or large (default), or you may turn them off.

1. Press the [MENU] key to open the menu.
2. Press the CHART SETUP and CHART DETAILS soft keys.



MODEL1722C series MODEL1722 series

Chart details menu

3. Use the cursor pad to select WAYPOINTS.
4. Press the EDIT soft key.
5. Use the cursor pad to select LARGE, SMALL or OFF.

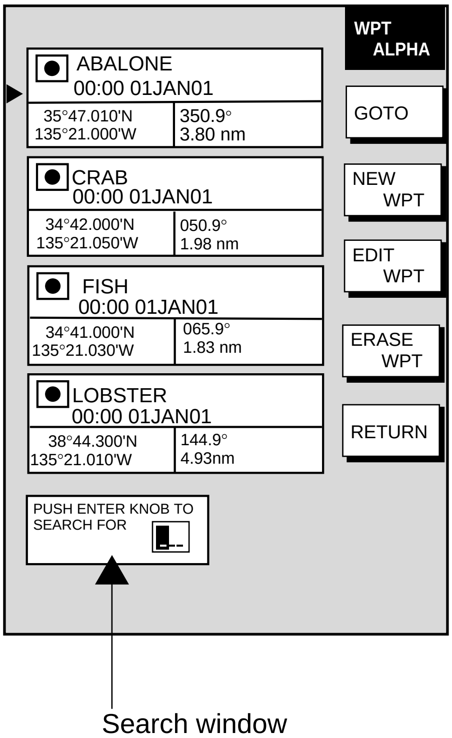
   LARGE: Shows mark in actual shape.
   SMALL: Displays all waypoints with an "X" regardless of mark shape selected.
   OFF: Turns off all waypoints and their names. Waypoints which are part of a route are always shown regardless of this setting.

6. Press the ENTER soft key or [ENTER] knob to register your selection.
7. Press the [MENU] key to close the menu.

3.8.5 Searching waypoints

You can search for a waypoint through the alphanumeric list as follows:

1. Press the [MENU] key.
2. Press the WAYPOINTS/ROUTES, WAYPOINTS and ALPHANUMERIC LIST soft keys to show the alphanumeric list.



Alphanumeric list

3. Use the cursor pad and [ENTER] knob to enter up to three alphanumeric characters in the search window. Then, the waypoint searched appears at the top of the screen.
4. Press the [MENU] key to close the menu.

3.9 Routes

Often a trip from one place to another involves several course changes, requiring a series of route points (waypoints) which you navigate to, one after another. The sequence of waypoints leading to the ultimate destination is called a route. Your unit can automatically advance to the next waypoint on a route, so you do not have to change the destination waypoint repeatedly.

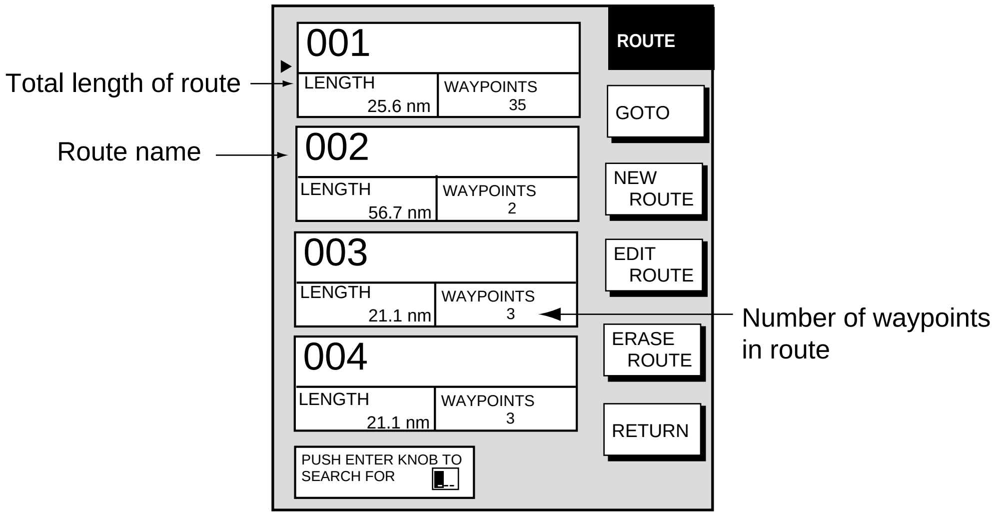
You can store up to 200 routes, and a route may have 35 waypoints.

3.9.1 Creating routes

Entering a route with existing waypoints

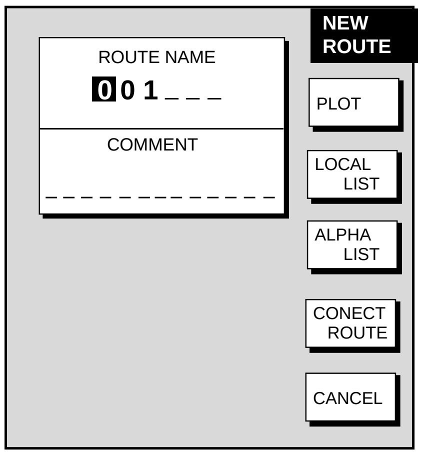
This method constructs routes using existing waypoints.

1. Press the [MENU] key.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key to open the route menu. (No data will be shown if there is no routes created.)



Route menu

4. Press the NEW ROUTE soft key to open the new route entry screen.



New route entry screen

5. If desired you can change the route name shown and/or add a comment. A route name may consist of six characters; comment, 13 characters.
6. Press the LOCAL LIST or ALPHA LIST soft key to open the waypoint list.
7. Use the cursor pad to select a waypoint, and press the ADD WPT soft key to add it to the route.
8. Repeat step 7 to complete the route.

   Note: To clear a waypoint, press the ERASE LST WP soft key. Each pressing of this key deletes the last waypoint entered.

9. Press the SAVE soft key to register the route.
10. Press the [MENU] key to close the menu.

Entering a route with the cursor

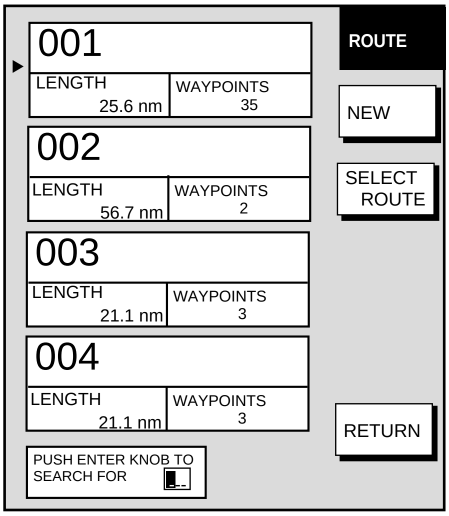
This method allows you to construct a route directly on the plotter display, using existing waypoints or new locations. Any new location will be saved as a waypoint, under the youngest empty waypoint number.

1. Follow step 1-5 in “Entering a route from the route list” on the previous page.
2. Press the PLOT soft key to show the plotter display.
3. Operate the cursor pad to place the cursor on an existing waypoint (ADD WPT soft key appears) or new location (ADD NEW WPT soft key appears).
4. Press the ADD WPT soft key (or ADD NEW WPT soft key).
5. Repeat steps 3 and 4 to complete the route.
6. Push the [ENTER] knob to register the route.
7. Press the MENU key to close the menu.

Creating voyage-based routes

You can create routes based on your ship's track, and each route may contain 35 points. The route can be created automatically (by time or distance), or manually. This feature is useful when you wish to retrace previous track.
The "SAVE" icon appears at the top of the screen when a voyage-based route is being created.

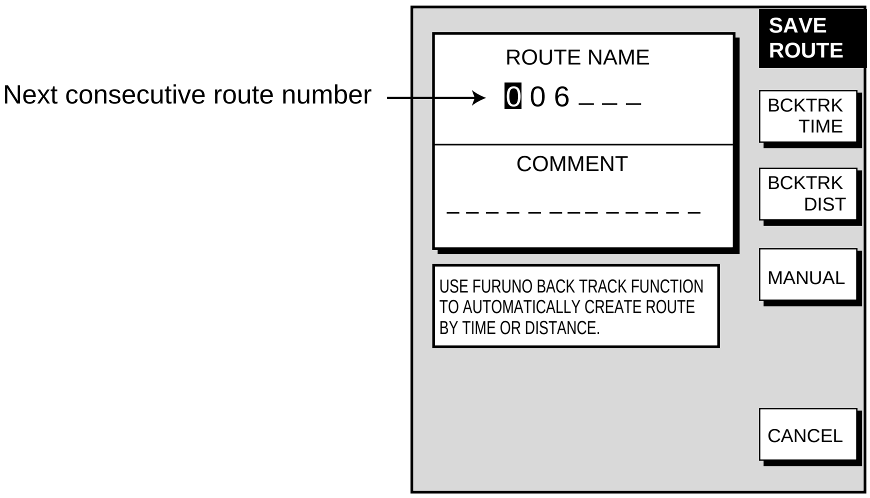
1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the CREATE VOYAGE-BASED ROUTE soft key.



Save route menu

4. Press the NEW soft key to show the new route window.

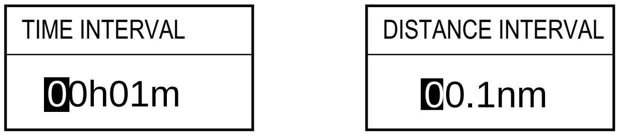
   Note: If you want to tack voyage-based points on an existing route, press the SELECT ROUTE soft key instead of the NEW soft key, then enter route number to use.



Save route window

5. If required, you may change the route name and enter a comment.

6. Choose how to record points for your route, by time, by distance or manual entry pressing by one of BCKTRK TIME, BCKTRK RANGE or MANUAL soft key as appropriate. For manual go to step 8. For BCKTRK TIME, BCKTRK DIST one of the following displays appears.



(When selecting BCKTRK TIME.) (When selecting BCKTRK DIST.)

Displays for entry of time, distance interval

7. Enter interval desired with the cursor pad and press the [ENTER] knob. Press the START and RETURN soft keys followed by the [MENU] key to close the menu. At this moment, voyage based route will be created.
8. **For manual entry of waypoints, do the following:**
   a) Press the [SAVE/MOB] key momentarily to enter a waypoint mark at own ship position. A new waypoint is created under the next consecutive waypoint number and that waypoint is added to the route. (You may close the SAVE ROUTE screen by pressing the RETURN soft by followed by the MENU key.)
   b) Repeat step a) as necessary. 35 waypoints may be entered.

To stop recording waypoints and save the route

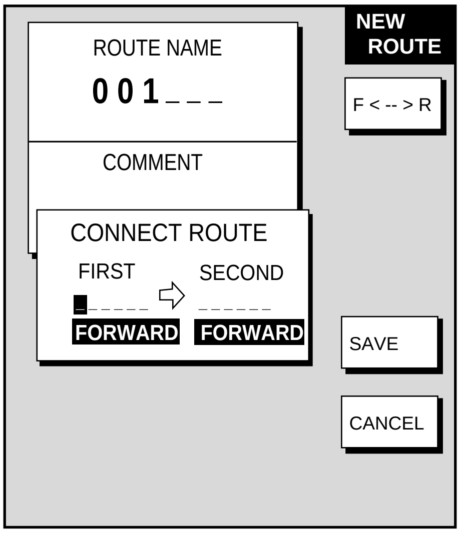
You can stop recording waypoints and save the route at any time as shown in the procedure below. When 35 waypoints have been entered the message "Total 35 WPTS have been already registered in the route. Stop creating voyage based route." is displayed. In this case, save the route as shown below.

1. Press the [MENU] key followed by the WAYPOINTS/ROUTES and CREATE VOYAGE-BASED ROUTE soft keys.
2. Press the FINISH LOG soft key to stop recording waypoint and save the route.
3. Press the [MENU] key to close the menu.

3.9.2 Connecting routes

Two routes which you have created can be connected as follows to form a new route.

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Press the NEW ROUTE soft key.
5. If desired, enter the name for the new route and enter comment.
6. Press the CONNECT soft key.
7. Use the cursor pad and the [ENTER] knob to enter the route name for the first route, beneath FIRST in the CONNECT ROUTE window.



Connect route window

8. If necessary press the F< - ->R soft key to select direction to follow the waypoints of the route, forward or reverse.
9. Enter the route name of the second route as you did for the first route.
10. Press the SAVE soft key.
11. Press the [MENU] key to close the menu.

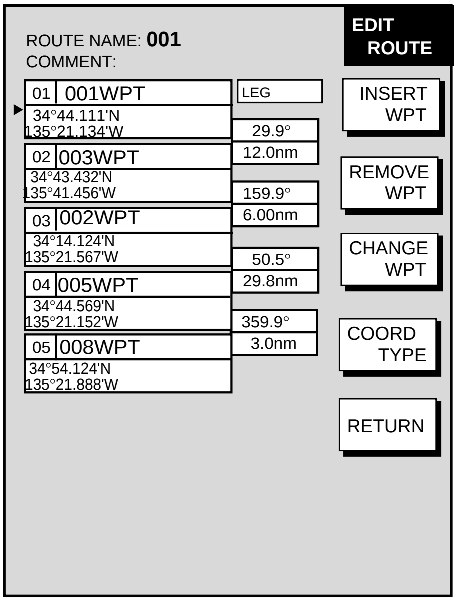
Note: The maximum number of waypoints in a route is 35. If this number is exceeded an error message appears. In this case, delete waypoints in one or both routes so the total number of waypoints does not exceed 35.

3.9.3 Inserting waypoints

Waypoints can be inserted into a route as follows:

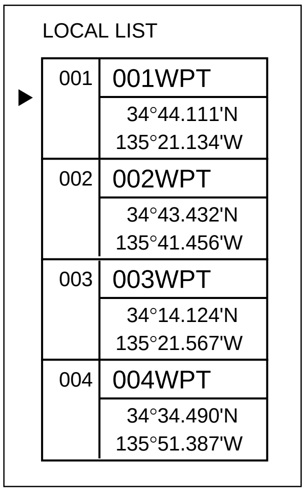
Inserting waypoint from the route list

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Use the cursor pad to select a route.
5. Press the EDIT ROUTE soft key. The route name screen appears.
6. Press the LOCAL LIST soft key.



Edit route menu

7. Press ▲ or ▼ to place the cursor at the location where you want to insert a waypoint.
8. Press the INSERT WPT or CHANGE WPT soft key as appropriate. The local list appears.



Waypoint list for editing a route (local list)

9. Use the cursor pad to select the waypoint you want to insert. (You can switch between the local list and alphanumeric list by using the LOCAL LIST and ALPHA LIST soft keys.)
10. Press the SELECT WPT or CHANGE WPT soft key, whichever is displayed.
11. Press the [MENU] key to close the menu.

Inserting a waypoint from the plotter display

Inserting a waypoint before first or last waypoint in a route

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Use the cursor pad to select a route.
5. Press the EDIT ROUTE soft key.
6. Press the PLOT soft key to show the plotter screen.
7. Operate the cursor to place the cursor on the first (or last) waypoint of the route. A flashing diamond appears when the waypoint is correctly selected.
8. Press the ADD TO START soft key or the ADD TO END soft key depending on the waypoint you selected at step 7.
9. Operate the cursor pad to place the cursor on an existing waypoint (ADD WPT soft key appears) or new location (ADD NEW WP soft key appears).
10. Press the ADD WPT soft key (ADD NEW WP soft key).
11. Press the [MENU] key to close the menu.

Inserting a waypoint in an intermediate location on a route

1. Follow steps 1 through 6 in “Inserting a route waypoint before the first or last waypoint in a route.”
2. Operate the cursor pad to place the cursor on a line connecting waypoints. The SPLIT LEG soft key appears and the line flashes when the line is correctly selected.
3. Press the SPLIT LEG soft key. The line changes from solid to dashed.
4. The INSERT NEW WP soft key appears. Dray the cursor to a new location or select an existing waypoint, in which case the INSERT WPT key replaces the INSERT NEW WP key.
5. Press the INSERT WPT soft key (INSERT NEW WP soft key).
6. Press the [MENU] key to close the menu.

3.9.4 Removing waypoints from a route

Removing a waypoint from the route list

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Select a route.
5. Press the EDIT ROUTE and LOCAL LIST soft keys.
6. Select the waypoint you want to remove.
7. Press the REMOVE WPT soft key.
8. Press the [MENU] key to close the menu.

Removing a waypoint from the plotter display

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Select a route.
5. Press the EDIT ROUTE soft key.
6. Press the PLOT soft key to show the plot screen.
7. Operate the cursor pad to place the cursor on the waypoint you want to remove from the route.
8. Press the REMOVE WPT soft key. The route is redrawn, eliminating the waypoint erased.
9. Press the [MENU] key to close the menu.

3.9.5 Erasing routes

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key.
4. Use the cursor pad to select a route.
5. Press the ERASE ROUTE soft key. You are asked if you are sure to erase the route.
6. Push the [ENTER] knob to erase the route, or the [CLEAR] key to escape.
7. Press the [MENU] key to close the menu.

3.10 Navigation

This section shows you how to get to a desired destination by “quick points,” waypoints, port services and routes.

Note: Reciprocal setting and canceling of destination is available by outputting the data sentence ZDA from the NavNet unit connected to the navigator.

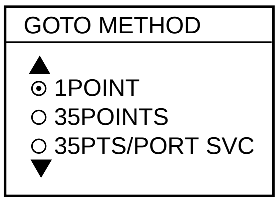
3.10.1 Navigating to a “quick point”

The “quick point” feature allows you to navigate to point(s) without retaining the data indefinitely in your unit’s memory.

Selecting quick point entry method

You need to tell your unit how to set the quick point: 1POINT, 35POINTS (up to 35 points) or 35PTS/PORT SVC. (For how to navigate to points/port services see “3.10.3 Navigating to ports, port services” on page 3-47.)

1. Press the [MENU] key.
2. Press the PLOTTER SETUP soft key.
3. Use the cursor pad to select SET GOTO METHOD and press the EDIT soft key.



Goto method window

4. Use the cursor pad to select method desired.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

Navigating to a single quick point

1. Place the cursor on an existing waypoint (GOTO WPT soft key appears) or a new location (GOTO CURSOR soft key appears).
2. Select “1 POINT” following the procedure in the above paragraph.
3. Depending on the selection you made at step 1 press GOTO CURSOR or GOTO WPT soft key.

A solid line (light-blue on the MODEL1722C series) with arrows connects between own ship and destination, which is marked as “QP<01>” for cursor-selected location or waypoint name in case of waypoint. Arrows on the line show the direction to follow to get to the point. Range and bearing from own ship to the destination appear at the top of screen. The quick point is saved to the waypoint list as waypoint “QP01.”

Navigating to multiple quick points

1. Select “35 POINTS” following the procedure in “Selecting quick point entry method” on the previous page.
2. Press the GOTO soft key.
3. Place the cursor on an existing waypoint (SELECT WPT soft key appears) or a new location (ADD QP soft key appears).
4. Depending on the action taken at step 3 press the SELECT WPT or ADD QP soft key. “QP<01>” appears at the cursor location if a quick point is selected. To erase last-entered quick point (waypoint), press the ERASE LST QP (ERASE LST WP) soft key.
5. Repeat steps 3 and 4 to complete the route.
6. Push the [ENTER] knob to finish.

A solid line runs between own ship and first waypoint and a dashed line between other waypoints. (For the MODEL1722C series, those lines are colored light-blue and green, respectively.) Quick points are numbered in sequential order from QP<01> and are saved to the waypoint list. Range and bearing from own ship to the first destination appear at the top of screen. The quick points are saved as a route, under the name “Q>RTE” (Quick Route).

3.10.2 Navigating to waypoints

Selecting waypoint from the plotter display

1. Operate the cursor pad to select a waypoint.
2. Press the GOTO WPT soft key.

Note: GOTO method should be selected to “1 POINT” on the PLOTTER SETUP menu.

Selecting waypoint from the waypoint list

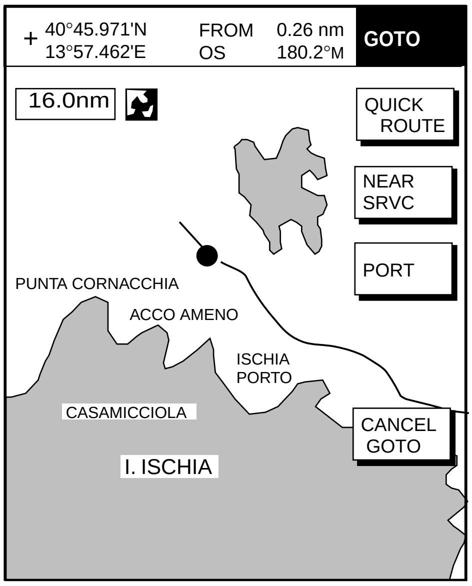
1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the WAYPOINTS soft key to open the waypoint menu.
4. Press the LOCAL LIST or ALPHANUMERIC LIST soft key as desired.
5. Use the cursor pad to select a waypoint.
6. Press the GOTO soft key, and the plotter display appears.

For either of the above methods, a solid line (light-blue on the MODEL1722C series) runs between waypoint selected and own ship’s position. Arrows on the line show the direction to the follow to get to the waypoint. Waypoint data appears at the top of screen.

3.10.3 Navigating to ports, port services (NavCharts™ only)

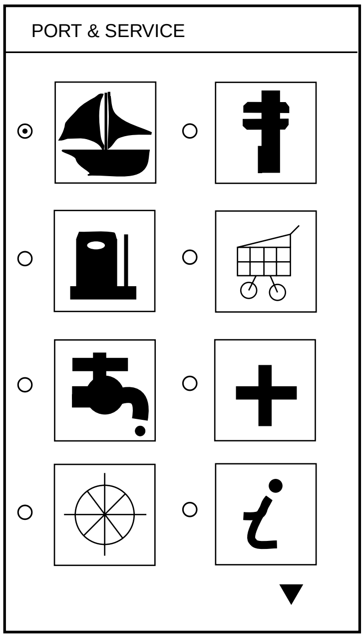
Some NavCharts™ have a port service list which shows services available at ports or harbors. (See page 3-13.) You can use the list to set destination as follows:

1. Select “35 PTS/PORT SVC” following the procedure in “Selecting quick point entry method” on page 3-45.
2. Press the GOTO soft key. Then, soft key titles change as in the figure below.

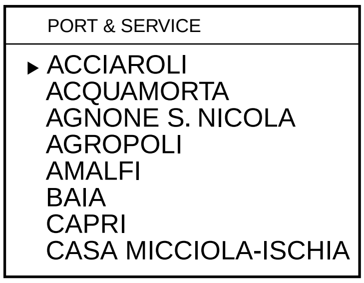


Plotter display

3. Press the PORT or NEAR SRVC soft key depending on objective. PORT shows a list of ports in your area. NEAR SRVC displays the port service list.



Port services

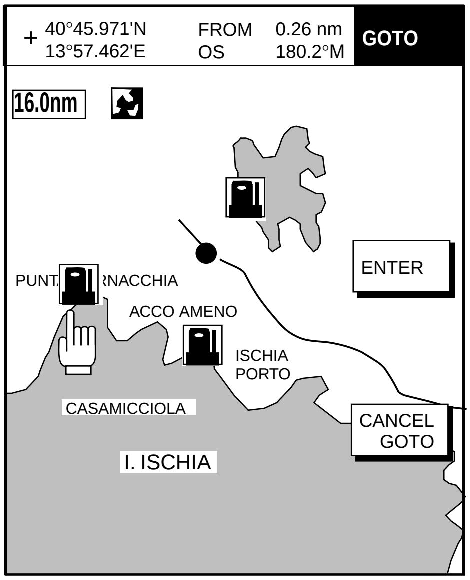


Port list (Italy)

Port services and sample port list

4. **If you selected PORT at step 3,** use the cursor pad to select a port and press the ENTER soft key. Make a route using the soft keys and push the [ENTER] knob. (If you want to go directly to that port, simply press the ADD QP soft key followed by the [ENTER] knob.)

   If you selected NEAR SRVC at step 3, select service mark desired and then push the ENTER soft key or [ENTER] knob. Then, the display shows the locations of those services nearest you. (The figure below shows the location of filling stations in an area in southern Italy.) Use the cursor pad to place the “hand cursor” on the port service icon desired and press the ENTER soft key. Make a route using the soft keys and push the [ENTER] knob. (If you want to go directly to location selected, simply press the ADD QP soft key followed by the [ENTER] knob.)

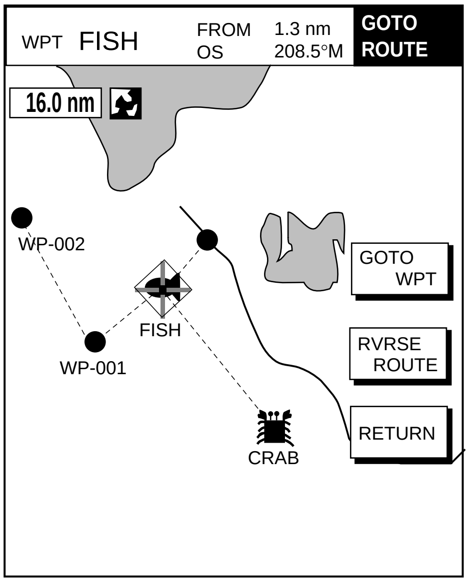


Sample filling station locations (southern Italy)

3.10.4 Following a route

Selecting the route to follow

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the ROUTES soft key to open the route list.
4. Select a route.
5. Press the GOTO soft key to show the plotter display. The cursor is on the route waypoint nearest own ship.



Plotter display, route selected as destination

6. Operate the cursor pad to place the cursor on the waypoint or leg in the route from where to start navigating the route.
7. Press the GOTO WPT or FOLLOW LEG soft key, depending on the action taken at step 6.

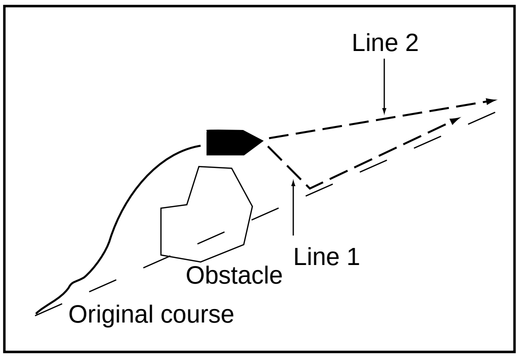
A solid line runs between own ship and the first route waypoint and all other route waypoints are connected with a dashed line. (For the 1722C series, those lines are colored light-blue and green, respectively.) The arrows on the lines show the direction to traverse the route.

Navigating route waypoints in reverse order

Press the RVRSE ROUTE soft key to navigate waypoints in reverse order. The arrows on the route line point in the direction selected.

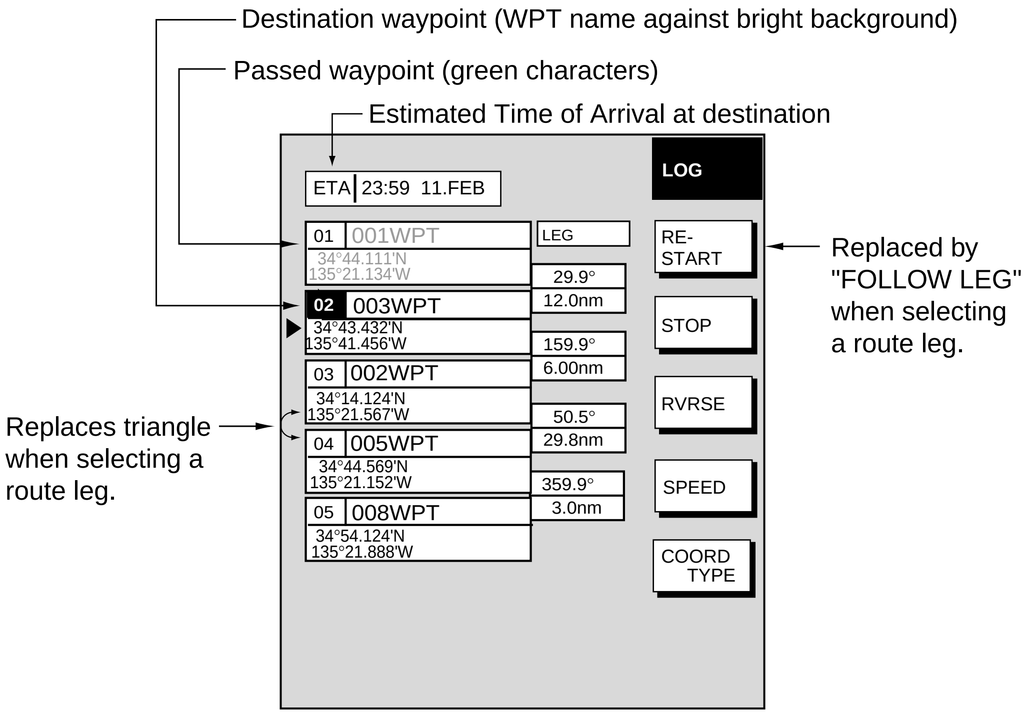
Restarting navigation

When you steer to avoid an obstacle or the vessel drifts, you may go off your intended course, as in Line 1 in the figure below. Also, if you don't need to return to the original course, you can go directly to the next waypoint, as in Line 2 in the figure below. In these cases, use the restart function to restart navigation.



Example of when to restart navigation

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the LOG soft key.



Log display

4. Use the cursor pad to select a waypoint or a route leg. When a route leg is selected the single arrow cursor is replaced by double arrows.
5. Press the RESTART soft key, or FOLLOW LEG soft key in case of route leg.

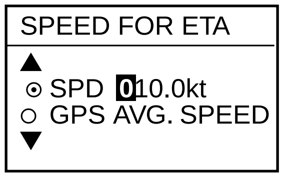
   Note: Navigation may be restarted from the plotter display, with the RESTART key, when a single quick point (QP<01>) is selected for navigation.

6. Press the [MENU] key to close the menu.

Setting speed for ETA calculation

Speed, which may be input manually or automatically, is required to calculate ETA (Estimated Time of Arrival) to a waypoint.

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the LOG soft key.
4. Press the SPEED soft key.



Select speed for ETA window

5. Key in speed manually in the SPD field, or use GPS speed data (if applicable) by selecting GPS AVG. SPEED.
6. Press the ENTER soft key or the [ENTER] knob to register your selection.
7. Press the [MENU] key to close the menu.

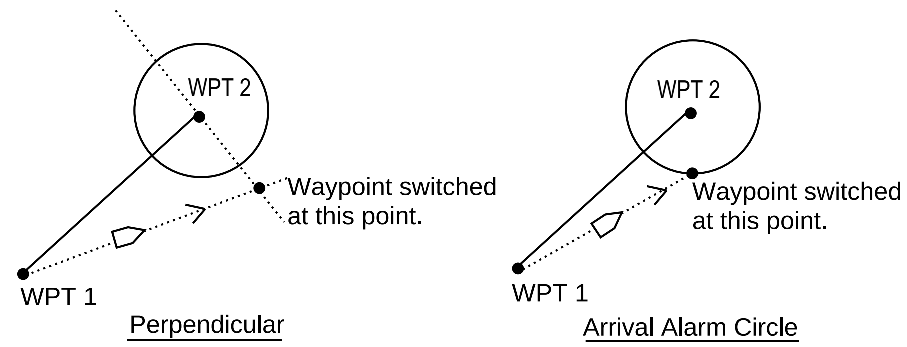
Switching waypoints

When you arrive to a waypoint on a route, you can switch to the next waypoint three ways: perpendicular to waypoint, arrival alarm circle and manual.

PERPENDICULAR: Automatically switches the TO waypoint when the boat enters the arrival alarm range or the boat passes an imaginary perpendicular line passing through the center of the destination waypoint.

ARRVL ALM CRCL: Automatically switches the TO waypoint when the boat enters the arrival alarm range. For how to set the arrival alarm, see paragraph 3.11.2 Arrival alarm.

MANUAL: MANUAL: When the boat nears a destination waypoint, the destination waypoint may be manually switched by using the RESTART soft key (see page 3-50). This function is operative when “1 POINT” is selected as the GOTO method (see page 3-45).



How waypoints are switched in perpendicular and arrival alarm circle

To select waypoint switching method do the following:

1. Press the [MENU] key.
2. Press the PLOTTER SETUP soft key.
3. Use the cursor pad to select WAYPOINT SWITCHING.
4. Press the EDIT soft key to show the waypoint switching window.
5. Use the cursor pad to select appropriate waypoint switching method; PERPENDICULAR, ARRVL ALM CRCL (default setting), or MANUAL.
6. Press the ENTER soft key or [ENTER] knob.
7. Press the [MENU] key to close the menu.

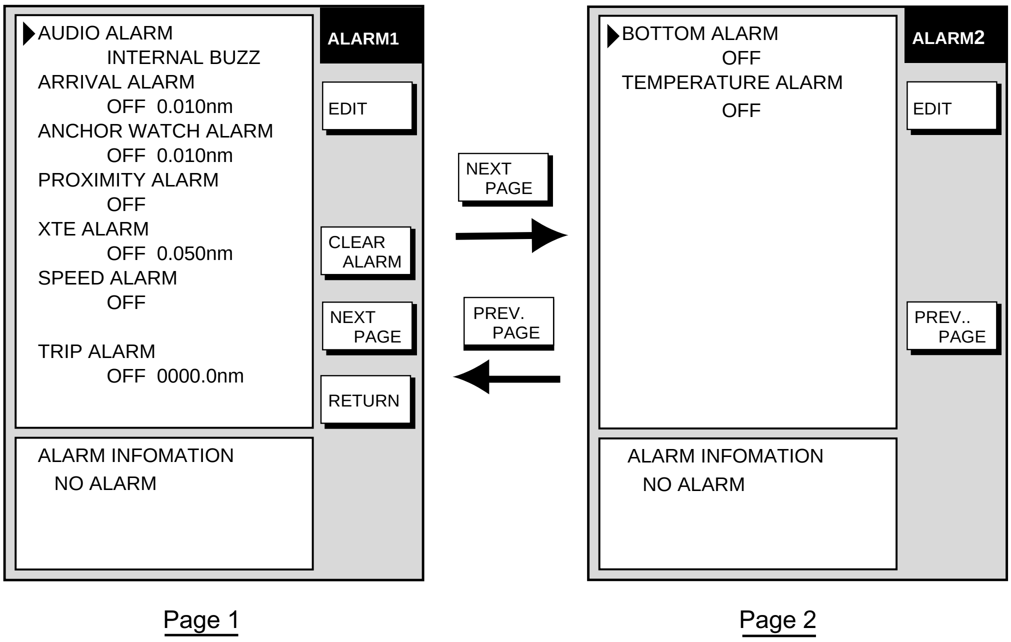
Canceling route navigation

1. Press the [MENU] key to open the menu.
2. Press the WAYPOINTS/ROUTES soft key.
3. Press the LOG soft key.
4. Press the STOP soft key.
5. Push the [ENTER] knob.
6. Press the RELEASE soft key.
7. Push the [ENTER] knob.

3.11 Alarms

When an alarm setting has been violated the buzzer sounds and the speaker icon appears (in red on the 1722C series). Press the [CLEAR] key to silence the alarm. You can see which alarm has been violated on the alarm menu display.

You may set up the plotter alarms on the ALARM menu, which may be displayed by pressing the [ALARM] key. For 1722C series, note that the alarm icon is red when an alarm setting is violated, and turns black when the [CLEAR] key or CLEAR ALARM soft key is pressed. The color does not change when another alarm is violated.

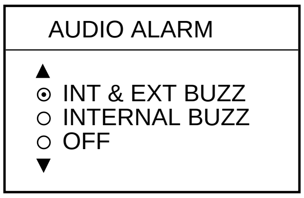


Plotter alarm menu

3.11.1 Audio alarm on/off

Audio and visual alarms are released whenever an alarm setting is violated. You can enable or disable the audio alarm as follows:

1. Press the [ALARM] key to show the alarm menu.
2. Use the cursor pad to select AUDIO ALARM.
3. Press the EDIT soft key to show the audio alarm window.



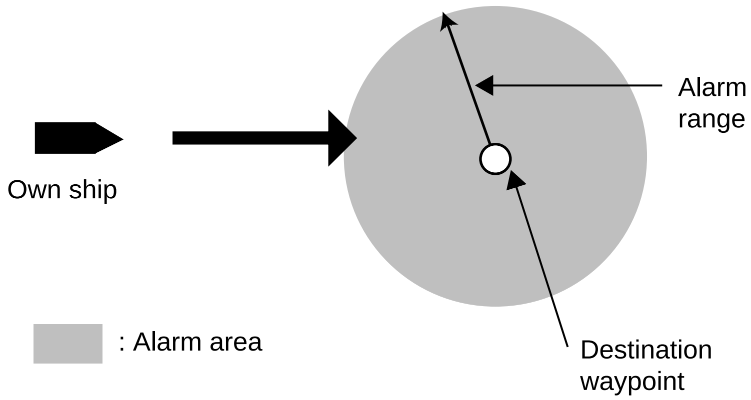
Audio alarm window

4. Use the cursor pad to select INT & EXT BUZZ (Internal + External alarm), INTERNAL BUZZ (Internal alarm) or OFF. This turns on or off the audio alarm globally for all alarms, including radar.
5. Press the ENTER soft key followed by the [ALARM] key to close the menu.

3.11.2 Arrival alarm

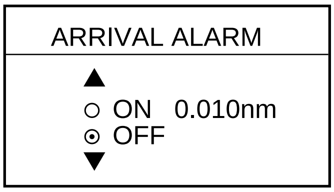
The arrival alarm informs you that your boat is approaching a destination waypoint. The area that defines an arrival zone is that of a circle which you approach from the outside of the circle. The alarm will be released if your boat enters the circle. When the arrival alarm is active a dashed circle (red on the MODEL1722C series) marks the arrival alarm area.

Note: Arrival alarm and anchor watch alarm cannot be set together.



How the arrival alarm works

1. Press the [ALARM] key to open the alarm menu.
2. Use the cursor pad to select ARRIVAL ALARM.
3. Press the EDIT soft key to show the arrival alarm window.

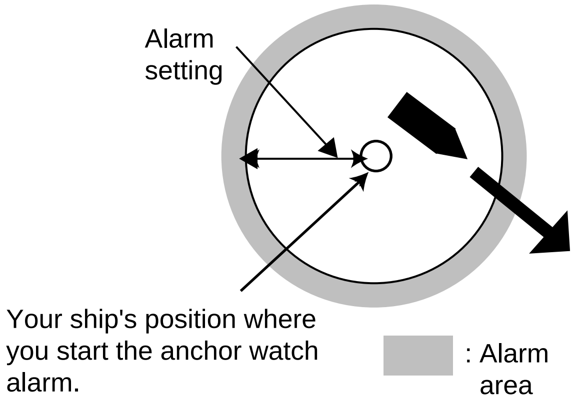


Arrival alarm window

4. Use the cursor pad to select ON.
5. Use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value. The available arrival alarm range is 0.001 to 9.999 miles.
6. Press the ENTER soft key or push the [ENTER] knob to register setting.
7. Press the [ALARM] key to close the menu.

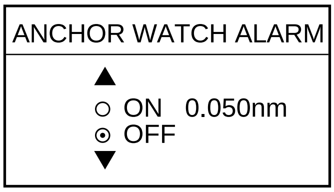
3.11.3 Anchor watch alarm

The anchor watch alarm informs you that your boat is moving when it should be at rest. When the anchor watch is active, a dashed circle (red on the MODEL1722C series) with an “X” at its center marks the anchor watch area.



How the anchor watch alarm works

1. Press the [ALARM] key to open the alarm menu.
2. Use the cursor pad to select ANCHOR WATCH ALARM.
3. Press the EDIT soft key to open the anchor alarm window.



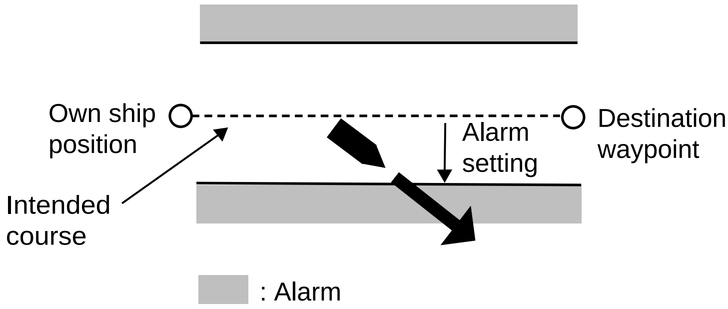
Anchor watch alarm window

4. Use the cursor pad to select ON.
5. Use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value. The available anchor watch range is 0.001 to 9.999 miles.
6. Press the ENTER soft key or push the [ENTER] knob to register setting.
7. Press the [ALARM] key to close the menu.

Note: If the arrival alarm range is changed, turn off the anchor watch alarm and then turn it on again to give priority to the anchor watch alarm.

3.11.4 XTE (Cross Track Error) alarm

The XTE alarm warns you when your boat is off its intended course. When the XTE alarm is active two dashed lines (red on the MODEL1722C series) mark the XTE alarm area.



How the XTE alarm works

1. Press the [ALARM] key to open the alarm menu.
2. Use the cursor pad to select XTE ALARM.
3. Press the EDIT soft key to open the XTE alarm window.

XTE ALARM
▲
○ ON 0.050nm
⊙ OFF
▼

XTE alarm window

4. Use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value. The available XTE alarm range is 0.001 to 9.999 miles.
5. Press the ENTER soft key or push the [ENTER] knob to register setting.
6. Press the [ALARM] key to close the menu.

3.11.5 Speed alarm

The speed alarm warns when your boat’s speed is within, over/under or under the speed range set.

1. Press the [ALARM] key to open the alarm menu.
2. Use the cursor pad to select SPEED ALARM.
3. Press the EDIT soft key to display the speed alarm window.

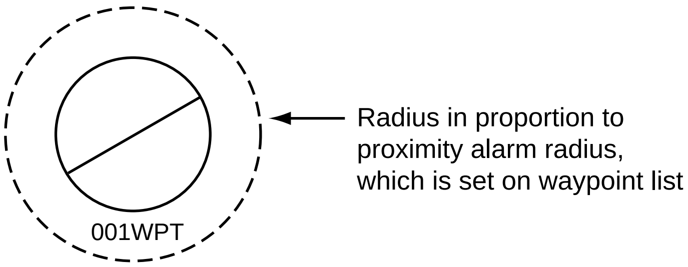
SPEED ALARM
▲
○ WITHIN
000.0 ~ 000.0 kt
○ UNDER/OVER
000.0 ~ 000.0 kt
⊙ OFF
▼

Speed alarm window

4. Use the cursor pad to select WITHIN, OVER/UNDER, or OFF.
5. For WITHIN and OVER/UNDER, use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value.
6. Press the ENTER soft key or push the [ENTER] knob to register setting.
7. Press the [ALARM] key to close the menu.

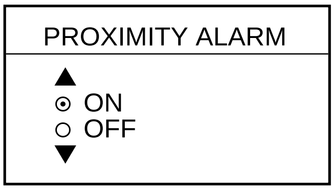
3.11.6 Proximity alarm

The proximity alarm alerts you when own ship nears a waypoint, which is marked with the proximity mark, by the proximity alarm radius set for that waypoint on the waypoint list. When own ship is within a waypoint's proximity alarm radius, the alarm sounds. The proximity mark remains on the screen until the proximity alarm is turned off or the waypoint is erased. (Note that the MODEL1722C series show the proximity mark and dashed circle in red.)



Proximity mark

1. Press the [ALARM] key to open the alarm menu.
2. Use the cursor pad to select PROXIMITY ALARM.
3. Press the EDIT soft key to show the proximity alarm window.



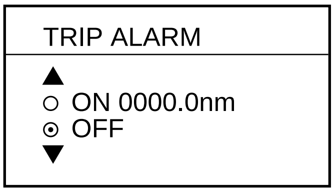
Proximity alarm window

4. Use the cursor pad to select ON or OFF.
5. Press the ENTER soft key or [ENTER] knob.
6. Press the [ALARM] key to close the menu.

3.11.7 Trip alarm

The trip alarm informs you when you traveled a certain distance.

1. Press the [ALARM] key to open the alarm menu.
2. Use the cursor pad to select TRIP ALARM.
3. Press the EDIT soft key to show the trip alarm window.



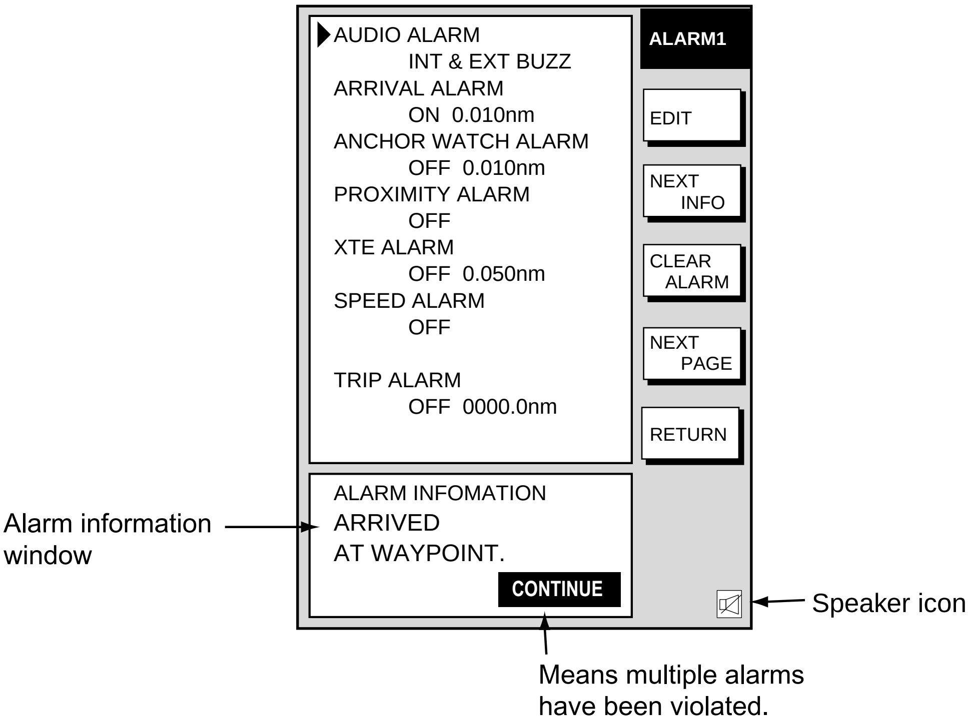
Trip alarm window

4. Select ON with the cursor.
5. Use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value.
6. Press the ENTER soft key or push the [ENTER] knob to register setting.
7. Press the Press the [ALARM] key to close the menu.

3.11.8 Alarm information

When an alarm setting has been violated the buzzer sounds and the speaker icon appears (in red on the color model). Press the [CLEAR] key to silence the alarm. You can see which alarm has been violated on the alarm menu display. In the example below the arrival alarm has been violated.

1. Press the [ALARM] key. The name of the offending alarm appears in the ALARM INFORMATION window.



Alarm menu)

2. Press the CLEAR ALARM soft key to acknowledge the alarm (and silence the alarm if it was not already silenced with the [CLEAR] key.) For the color model, the speaker icon changes from red to background color. The icon remains on the screen until the cause of the alarm is eliminated or the alarm is disabled.

   Note: If more than one alarm has been violated the message CONTINUE appears at the bottom of the alarm information window. In this case press the NEXT INFO soft key to see which other alarms have been violated.

3. Press the [ALARM] key to close the alarm menu.

Alarm messages

The table below shows the plotter alarm messages and their meanings

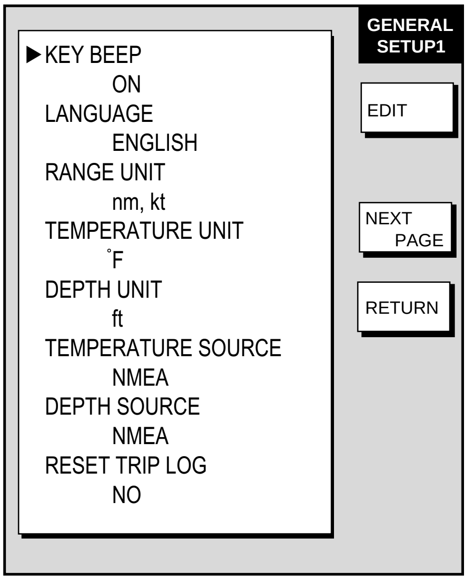
Plotter alarm messages and their meanings

Message	Meaning
ARRIVED AT XXX WAYPOINT! (XXX = waypoint number)	Arrival alarm violated.
ENTERED INTO AVOIDANCE AREA!	Proximity alarm violated.
EXCEEDED ANCHOR WATCH LIMIT!	Anchor watch alarm violated.
EXCEEDED XTE LIMIT!	XTE alarm violated.
SPEED ALARM!	Speed alarm violated.
TEMPERATURE ALARM!	Water temperature alarm violated.
TRIP ALARM! MILEAGE EXCEEDED	Trip alarm violated.

3.12 Resetting Trip Distance

Trip distance is shown on the navigation data display. You can reset the trip distance to zero as follows:

1. Press the [MENU] key.
2. Press the SYSTEM CONFIGURATION and GENERAL SETUP soft keys in that order to show the GENERAL SETUP menu.

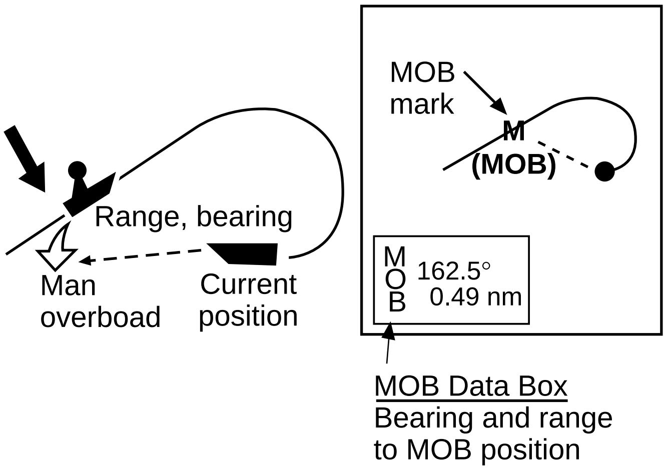


General setup menu, page 1

3. Use the cursor pad to select RESET TRIP LOG and press the EDIT soft key.
4. Use the cursor pad to select YES.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

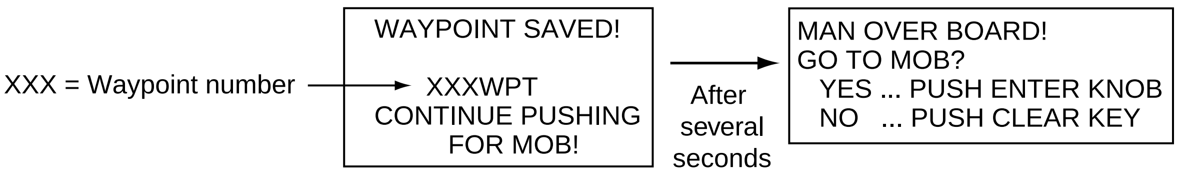
3.13 Entering the MOB Mark, Setting MOB as Destination

The MOB (Man Overboard) mark functions to mark man overboard position. You can inscribe this mark from any mode, except while playing back data or conducting a self-test. Note that this function requires position data.



MOB concept

1. Press and hold down the [SAVE/MOB] key for about three seconds when someone falls onboard. The display shows the waypoint number being saved (youngest empty waypoint number, 001-999) followed by the MOB confirmation window.



MOB mark messages

2. Push the [ENTER] knob to select the MOB position as the destination, or press the [CLEAR] key to only mark current ship's position as a waypoint. If you select the MOB position as destination;

- A full-screen radar, plotter or overlay (color model only) appears depending on the display in use.
- The MOB mark "MOB" appears at the MOB position and a line runs between it and current position. This line shows the shortest course to the MOB position.
- Range and bearing to the MOB position are shown in the MOB data box.

To erase an MOB mark from the plotter display, you must first erase its corresponding waypoint. Place the cursor on the MOB mark, then press the [CLEAR] key followed by pushing the [ENTER] knob to erase the waypoint. Then, repeat to erase the MOB mark..

4. VIDEO SOUNDER OPERATION

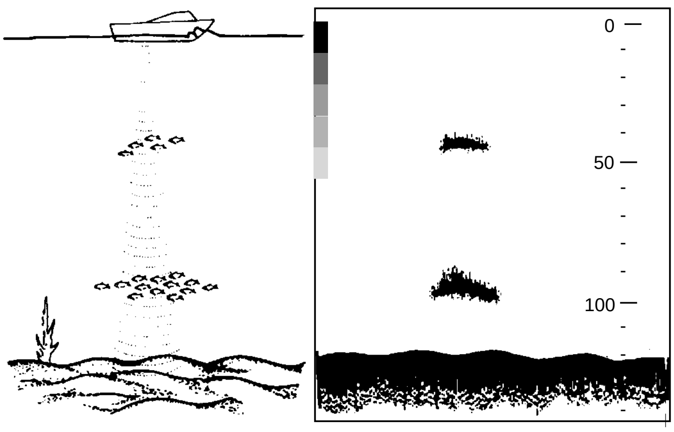
With connection of the optional network sounder you can show video sounder images on the display.

4.1 Principle of Operation

The video sounder determines the distance between its transducer and underwater objects such as fish, lake bottom or seabed and displays the results on screen. It does this by utilizing the fact that an ultrasonic wave transmitted through water travels at a nearly constant speed of 4800 feet (1500 meters) per second. When a sound wave strikes an underwater object such as fish or sea bottom, part of the sound wave is reflected back toward the source (transducer). Thus by calculating the time difference between the transmission of a sound wave and the reception of the reflected sound wave, the depth to the object can be determined.

The entire process begins in the network sounder. Transmitter power is sent to the transducer as a short pulse of electrical energy. The electrical signal produced by the transmitter is converted into an ultrasonic signal by the transducer and transmitted into the water. Any returning signals from intervening objects (such as a fish school) are received by the transducer and converted into an electrical signal. The signals are then amplified in the amplifier section, and finally, displayed on screen.

The picture displayed is made up of a series of vertical scan lines, one for each transmission. Each line represents a snapshot of what has occurred beneath the boat. A series of snapshots are accumulated side by side across the screen, and the resulting contours of the bottom and fish between the bottom and surface are displayed.



Underwater conditions and video sounder display

4.2 Sounder Displays

4.2.1 Selecting a sounder display

There are seven display modes from which to choose: dual frequency, single frequency, marker zoom, bottom zoom, bottom lock, bottom discrimination, and A-scope

To select a display;

1. Press the [DISP] key and select a sounder display.
2. If not displayed, press the [HIDE/SHOW] key to show the sounder soft keys.
3. Press the DISPLY MODE soft key to show the display mode window.

DISPLAY MODE
▲
○ DUAL FREQ
⊙ SINGLE FREQ
○ MARKER ZOOM
○ BOTTOM ZOOM
○ BOTTOM LOCK
○ BOTTOM DSCRM
▼

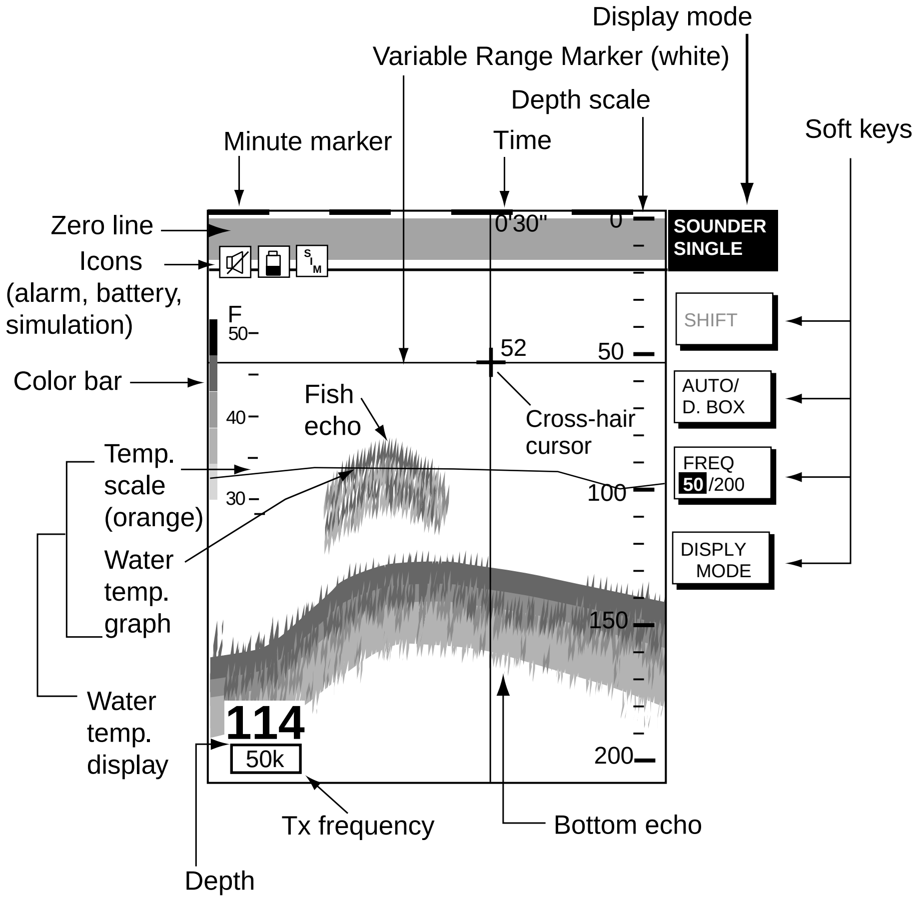
Display mode window

4. Use the cursor pad to select a display.
5. Press the RETURN soft key to close the window.

Note: On menus which show the RETURN soft key you may use it or the ENTER knob to register setting and close the window.

4.2.2 Description of sounder displays

Single frequency display



Indications on the single frequency display

Note 1: The water temperature display requires an appropriate water temperature sensor. It can be turned on or off with TEMPERATURE GRAPH on the SOUNDER menu.

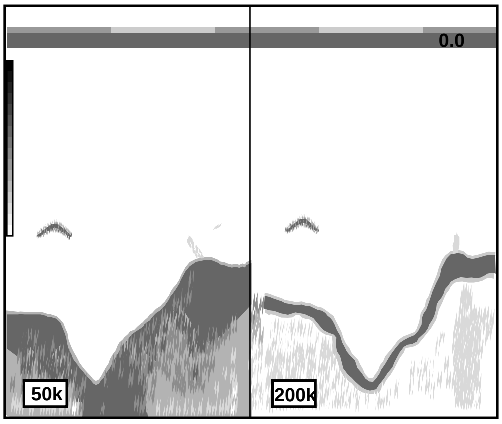
Note 2: When using the vertically split plotter/sounder display with dual frequency or zoom display, the depth scale is not displayed. Further, a last digit on the depth may be overlapped by the line which splits screens.

Selecting transmission frequency

The single frequency display shows either the 50 kHz picture or 200 kHz picture. To select transmission frequency, press the FREQ 50/200 soft key to select “50” or “200”.

Dual-frequency display

The dual-frequency display provides both 50 kHz and 200 kHz pictures. This display is useful for comparing the same picture with two different sounding frequencies.



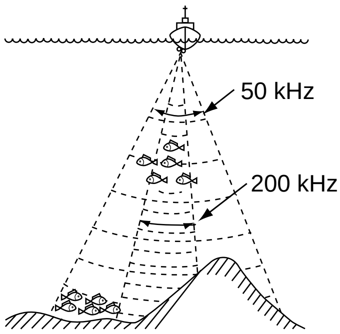
Dual-frequency display

50 kHz picture

The sounder uses ultrasonic pulses to detect bottom conditions. The lower the frequency of the pulse, the wider the detection area. Therefore, the 50 kHz frequency is useful for general detection and judging bottom condition.

200 kHz picture

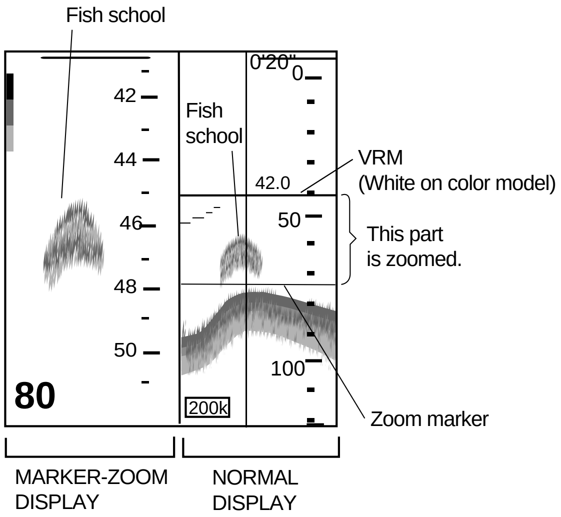
The higher the frequency of the ultrasonic pulse the better the resolution. Therefore, the 200 kHz frequency is ideal for detailed observation of fish school.



Sounding area and transmission frequency

Marker-zoom display

The marker-zoom display expands a selected area of the normal sounder picture to full vertical size of the screen on the left-half window. You may specify the portion to expand by operating the VRM (Variable Range Marker), which you can shift with the [ENTER] knob. The area between the VRM and zoom marker is expanded. The length of the segment is equal to one division of the depth scale.



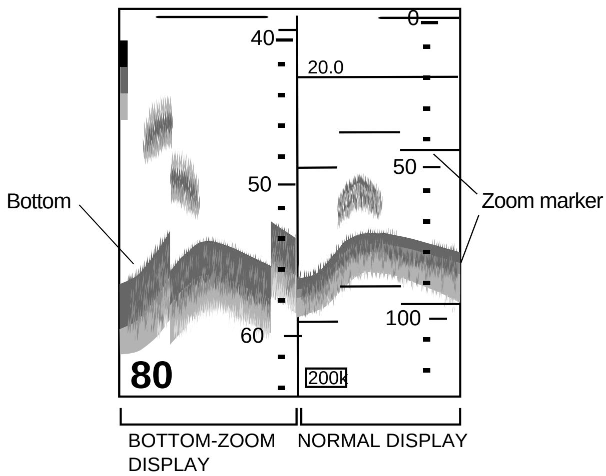
Marker-zoom display plus normal sounder display

Note: The zoom marker is turned off in the default setting. You can turn it on with ZOOM MARKER on the SOUNDER menu.

Bottom-zoom display

The bottom-zoom display expands bottom and bottom fish echoes by the zoom range selected on the sounder range setup menu (see paragraph 5.9.3), and is useful for determining bottom hardness. A bottom displayed with a short echo tail usually means it is a soft, sandy bottom. A long echo tail means a hard bottom.

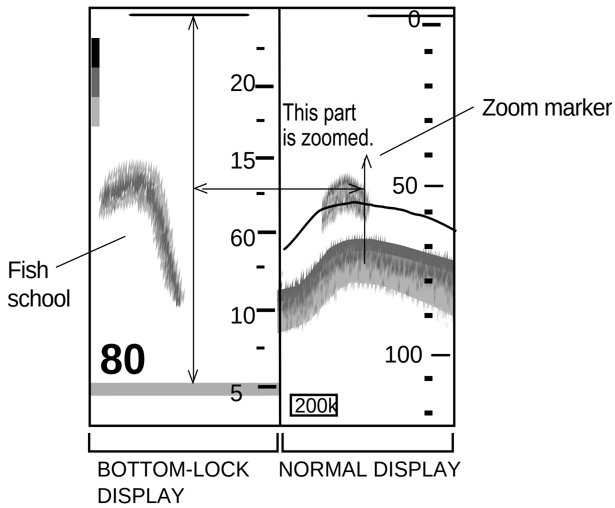
Note: The zoom marker is turned off in the default setting. You can turn it on with ZOOM MARKER on the SOUNDER menu.



Bottom-zoom display plus normal sounder display

Bottom-lock display

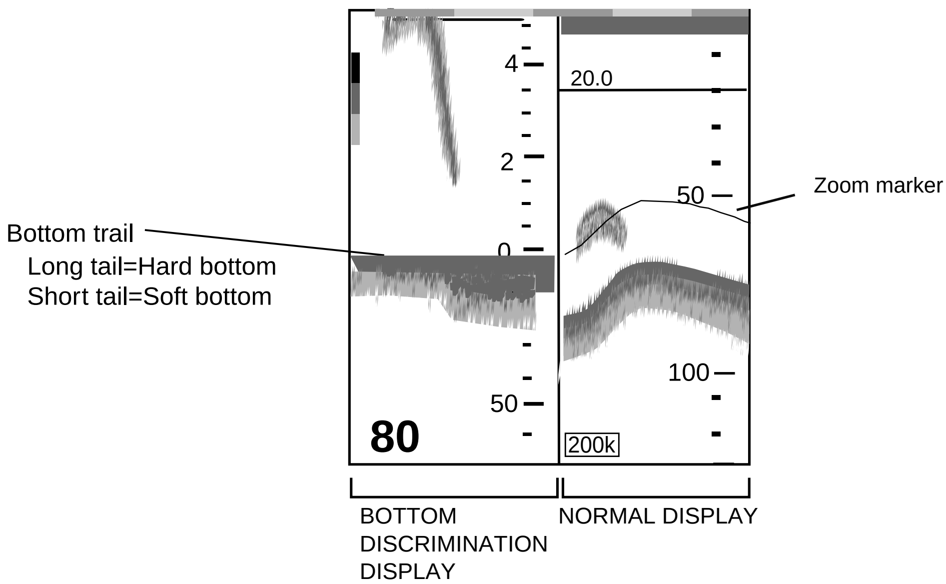
The bottom-lock display provides a compressed normal picture on the right half of the screen and a 3 or 6 meter (10 or 20 feet) wide layer in contact with the bottom is expanded onto the left half of the screen. This mode is useful for discriminating bottom fish from the bottom echo. You may select the bottom lock range from the SOUNDER RANGE SETUP menu. For details, see paragraph 5.9.3.



Bottom-lock display plus normal sounder display

Bottom discrimination display

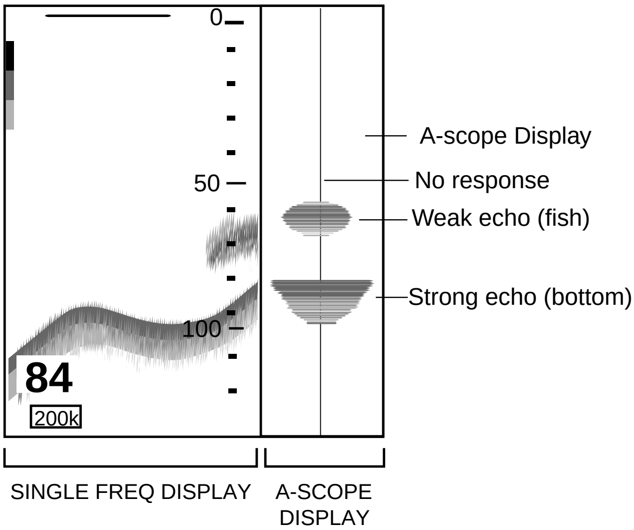
The bottom discrimination mode displays the bottom echo to help you determine bottom hardness. A bottom displayed with a short echo tail usually means it is a soft, sandy bottom. A long echo tail means a hard bottom.



Bottom discrimination display

A-scope display (display only)

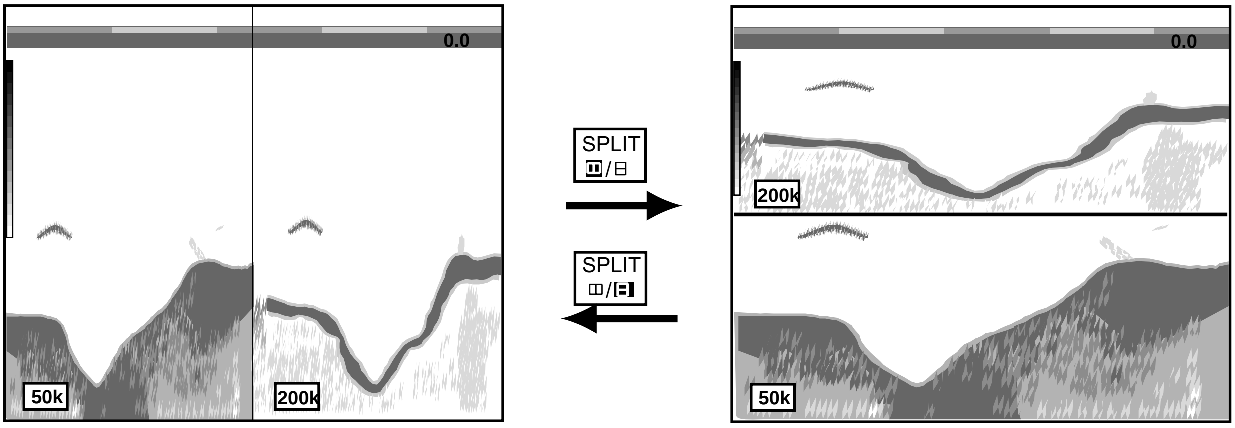
The A-scope display, available in all modes, shows echoes at each transmission with amplitudes and tone proportional to their intensities, on the right 1/3 of the screen. It is useful for estimating fish species and seabed composition. To turn on the A-scope display, press the DISPLAY MODE soft key, select display mode desired, then press the A-SCPE soft key to turn the A-scope display on or off as appropriate. For the mode except SINGLE MODE the screen must be split horizontally to show the A-scope presentation.



A-scope display

4.2.3 Selecting screen split method in combination displays

On combination sounder displays you can split the screen vertically or horizontally, using the SPLIT soft key as below.



How to use the SPLIT soft key (example: dual frequency display)

4.3 Automatic Sounder Operation

Automatic sounder operation is useful when you are preoccupied with other tasks and do not have the time to adjust the display.

4.3.1 How the automatic sounder works

The automatic sounder function automatically selects the proper gain, range scale and clutter suppression level according to depth. It works as follows:

- Range changes automatically to locate the bottom on the lower half of screen. The range jumps to one step shallower range when bottom echoes reach a half way point of the full scale from top and to one step deeper range when they come to the lower edge of the scale.
- The gain is automatically adjusted to display the bottom echo in reddish brown (default color arrangement).
- Clutter, which suppresses low level noise, is automatically adjusted.

4.3.2 Types of automatic sounder modes

Two types of automatic sounder modes are available: CRUISING and FISHING. CRUISING is for tracking the bottom, and FISHING is for searching fish schools. CRUISING uses a higher clutter rejection setting than FISHING therefore it is not recommended for fish detection - weak fish echoes may be erased by the clutter suppression circuit.

4.3.3 How to enable automatic sounder operation

1. If not displayed, press the [HIDE/SHOW] key to show the sounder soft keys.
2. Press the AUTO/D. BOX soft key.

AUTO MODE
▲
⊙ CRUISING
○ FISHING
○ OFF (MANUAL)
▼

Mode/frequency window

3. Use the cursor pad to select CRUISING or FISHING as appropriate.
4. Press the RETURN soft key to close the window.

4.4 Manual Sounder Operation

Manual operation is useful for observing fish schools and bottom using fixed gain setting.

The gain, range and range shifting functions used together give you the means to select the depth you can see on screen. The basic range can be thought of as providing a “window” into the water column and range shifting as moving the “window” to the desired depth.

4.4.1 Selecting the manual mode

1. If not displayed, press the [HIDE/SHOW] key to show the sounder soft keys.
2. Press the AUTO/D. BOX soft key to show the mode/frequency window.
3. Select OFF (MANUAL).
4. Press the RETURN soft key.

4.4.2 Selecting display range

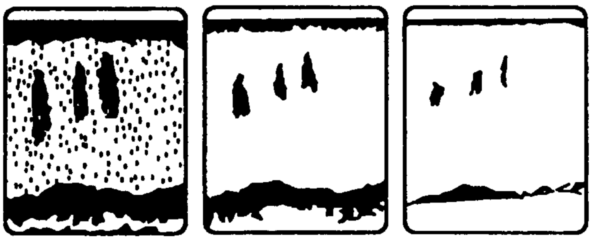
Press the [RANGE +] or [RANGE -] key to select a range. The default ranges in feet, meters, fathoms and passi/braza are as below. Note that range cannot be changed in the automatic sounder mode.

Default sounder ranges

Range 1	Range 2	Range 3	Range 4	Range 5	Range 6	Range 7	Range 8
15 ft	30 ft	60 ft	120 ft	200 ft	400 ft	1000 ft	4000 ft
5 m	10 m	20 m	40 m	80 m	150 m	300 m	1200m
3 fa	5 fa	10 fa	20 fa	40 fa	80 fa	150 fa	650 fa
3 PB	5 PB	10 PB	30 PB	50 PB	100 PB	200 PB	700 PB

4.4.3 Adjusting the gain

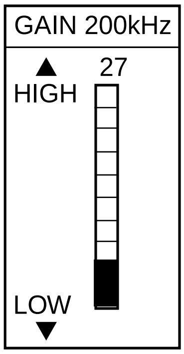
Normally, set the gain to the point where excessive noise does not appear on screen. Use a higher gain setting for greater depths and a lower setting for shallow waters.



Gain too high   Gain proper   Gain too low

Examples of proper and improper gain

Press the [GAIN] key to show the gain window, and rotate the [ENTER] knob to set the gain. Current level is shown on the bar. Press the RETURN key to finish. The setting range is 0-100 (%).



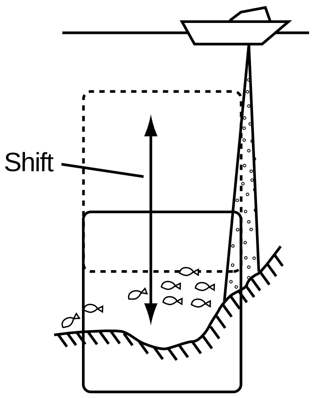
Gain window

Note 1: On the dual-frequency display, the gain can be independently set for 50 kHz and 200 kHz. Use the FREQ 50/200 soft key to select the frequency for which to adjust gain.

Note 2: Gain cannot be adjusted in the automatic sounder mode. The message "SOUNDER GAIN CANNOT BE CHANGED IN AUTO MODE" is displayed when you attempt to do so.

4.4.4 Range shifting

The basic range may be shifted up or down as desired by pressing the SHIFT soft key followed by adjusting the [ENTER] knob or ▲ or ▼ on the cursor pad. Press the RETURN soft key to finish.

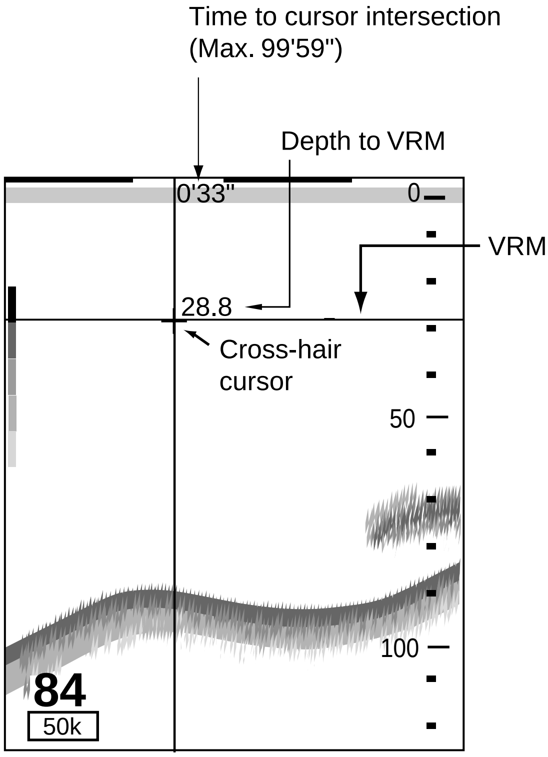


Shift concept

4.5 Measuring Depth, Time

The VRM functions to measure the depth, and the time cursor measures time.

1. Rotate the [ENTER] knob to shift the VRM; counterclockwise the shift it downward, clockwise to shift it upward. You may also use the cursor pad to shift the VRM, in which case use ▲ or ▼.
2. Use ◄ or ► on the cursor pad to shift the cross-hair cursor to measure time.

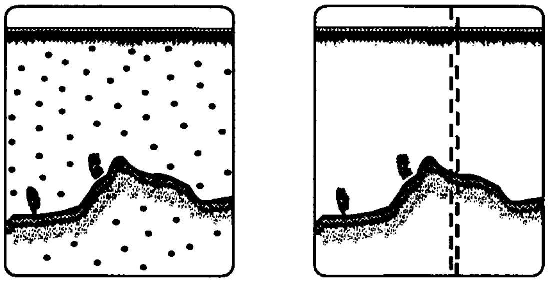


How to use the VRM, time cursor

Note: If, when the range setting is over 1000 ft (m, fa, p/b), the VRM indication and depth scale may overlap one another, shift the cross-hair cursor slightly to show them completely. Further, when the display is shifted, the depth scale may obscure the time indication.

4.6 Reducing Interference

Interference from other acoustic equipment operating nearby or other electronic equipment on your boat may show itself on the display as shown below.

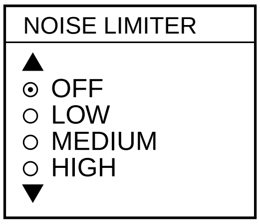


Interference from other sounder   Electrical inteference

Types of interference

To reduce interference, do the following:

1. Press the [MENU] key.
2. Press the SOUNDER MENU soft key.
3. Select NOISE LIMITER and press the EDIT soft key to show the noise limiter window.



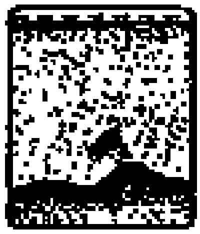
Noise limiter window

4. Use the cursor pad to select degree of suppression desired (LOW, MEDIUM, HIGH) or turn the noise limiter off.
5. Press the RETURN soft key followed by the [MENU] key to close the menu.

Turn the noise limiter function off when no interference exists, otherwise weak echoes may be missed.

4.7 Reducing Low Level Noise

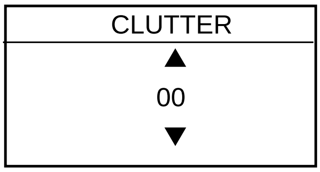
Dots (light-blue on the color model) may appear over most of the screen. This is mainly due to sediment in the water or noise. This noise can be suppressed by adjusting CLUTTER on the SOIUNDER menu.



Appearance of clutter

When the sounder mode is Auto, the clutter suppression setting is fixed at AUTO. To reduce low level noise in manual sounder operation do the following:

1. Press the [MENU] key.
2. Press the SOUNDER MENU soft key.
3. Select CLUTTER and press the EDIT soft key to show the clutter window.



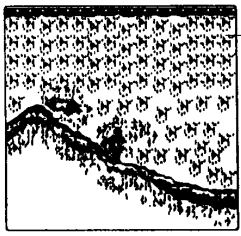
Clutter window

4. Use the cursor pad to select clutter rejection level desired; 0 (OFF) through 16, default setting, 9. The higher the number the higher the degree of suppression. Note that the clutter suppressor may erase weak echoes. Therefore, turn off the clutter when its use is not required.
5. Press the RETURN soft key followed by the [MENU] key to close the menu.

Note: Unlike the signal level feature, clutter does not erase echoes. However, if you do not wish to change the relation between weak and strong echoes, use signal level instead.

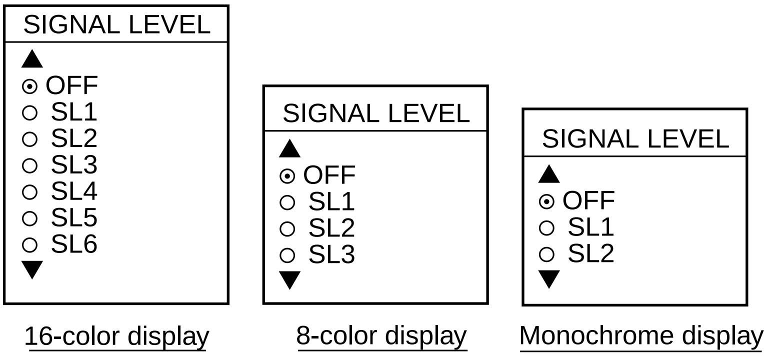
4.8 Erasing Weak Echoes

Sediment in the water or reflections from plankton may be painted on the display in green or light blue (color display) or “spots” on the background (monochrome display). These weak echoes may be erased as below.



Appearance of weak echoes

1. Press the [MENU] key.
2. Press the SOUNDER MENU soft key.
3. Select SIGNAL LEVEL, and press the EDIT soft key to show the signal level window.



Signal level window

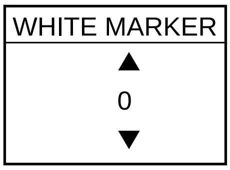
4. Use the cursor pad to select level of erasure or OFF as appropriate. The higher the number the stronger the echo that will be erased.
5. Press the RETURN soft key followed by the [MENU] key to close the menu.

Note: Unlike “clutter,” signal level erases echoes. Therefore if you do not wish to erase echoes use clutter instead.

4.9 White Marker (MODEL1722C series)

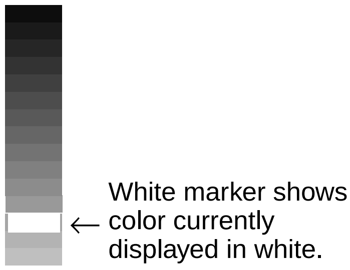
The white marker functions to display a particular echo color in white. For example, you may want to display the bottom echo in white to discriminate fish echoes near the bottom. Note that the bottom must be displayed in reddish-brown (color in default hue setting) for the white marker to function.

1. Press the [MENU] key.
2. Press the SOUNDER MENU soft key.
3. Select WHITE MARKER, and press the EDIT soft key to open the white marker window.



White marker window

4. Use the cursor pad to select color to display in white. As you use the cursor pad, the number (corresponds to echo number) in the marker window changes, the white marker on the echo strength bar shifts and selected echo color is displayed in white.



Echo strength bar (16 color) when white marker function is active

5. Press the RETURN soft key followed by the [MENU] key to close the menu.

To turn the white marker function off, display “OFF” in the white marker window.

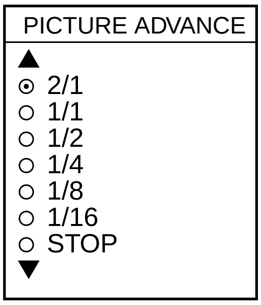
4.10 Picture Advance Speed

The picture advance speed determines how quickly the vertical scan lines run across the screen. When selecting a picture advance speed, keep in mind that a fast advance speed will expand the size of the fish school horizontally on the screen and a slow advance speed will contract it.

The advancement speed may be set independent of ship's speed or synchronized with ship's speed.

4.10.1 Advancement independent of ship's speed

1. Press the [MENU] key.
2. Press the SOUNDER MENU soft key.
3. Select PICTURE ADVANCE, and press the EDIT soft key to open the picture advance window.



Picture advance window

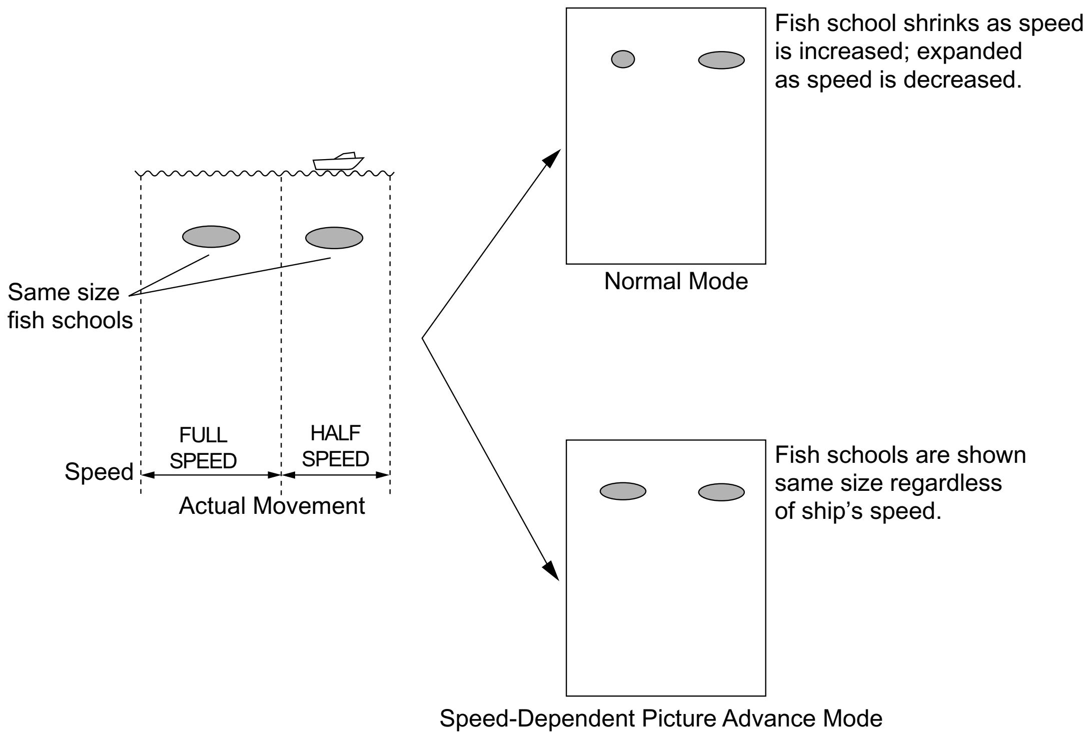
   The fractions in the window denote the number of scan lines produced per transmission. For example, 1/8 means one scan line is produced every eight transmissions. STOP freezes the display and it is convenient for observing an echo.

4. Use the cursor pad to select speed desired.
5. Press the RETURN soft key followed by the [MENU] key to close the menu.

Note: Advancement of the sounder picture may be temporarily interrupted while the plotter display is shifted or its display range is changed when using the plotter/sounder combination display.

4.10.2 Advancement synchronized with ship's speed

With speed data provided by a speed measuring device, picture advance speed may be automatically synchronized with ship's speed. As shown in the figure below the horizontal scale of the display is not influenced with the speed dependent picture advance mode active, thus it permits judgement of fish school size and abundance at any speed. With the advancement synchronized with ship's speed the picture advance speed setting (on the previous page) is ignored.



How the speed-dependent picture advance mode works

Activating/deactivating the speed-dependent picture advance mode

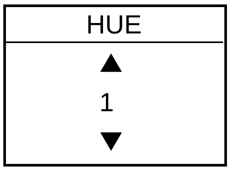
1. Press the [MENU] key followed by the SOUNDER MENU soft key.
2. Select SPD SENSING PIC ADV.
3. Press the EDIT soft key to open the setting window.
4. Use the cursor pad to select ON or OFF (default setting) as appropriate.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

Note: Use the same speed data sentence (STG or STW) throughout the network for smooth advancement of the sounder picture.

4.11 Display Colors (MODEL1722C series)

You can select the number of colors and background color to display as follows:

1. Press the [MENU] key.
2. Press the SOUNDER MENU soft key.
3. Select HUE, and then press the EDIT soft key to show the hue window.



Hue window

4. Use the cursor pad to select hue number, referring to the table below. (You can see the result of your selection on the display.)

Hue no. and background and echo colors

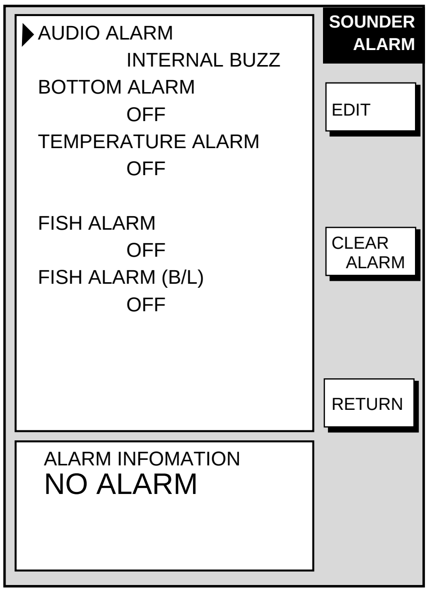
Hue No.	Echo Color	Background Color
1	16 color	Blue
2	8 color	Blue
3	16 color	Dark blue
4	8 color	Dark blue
5	16 color	White
6	8 color	White
7	16 color	Black
8	8 color	Black
9	Monochrome, eight intensities	

5. Press the RETURN soft key followed by the [MENU] key to close the menu.

4.12 Alarms

The sounder section has five conditions which generate visual and aural alarms: bottom alarm, fish alarm (bottom lock), fish alarm (normal), water temperature alarm (temperature sensor required), and speed alarm. For 1722C series, note that the alarm icon is red when an alarm setting is violated, and changes to background color when the [CLEAR] key or CLEAR ALARM soft key is pressed. The color does not change when another alarm is violated.

You may set up the sounder alarms on the ALARM menu, which may be displayed by pressing the [ALARM] key.

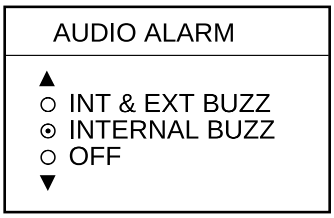


Sounder alarm menu

4.12.1 Audio alarm on/off

The audio alarm sounds whenever an alarm setting is violated. You can enable or disable the audio alarm as follows:

1. Press the [ALARM] key to show the ALARM menu.
2. Use the cursor pad to select AUDIO ALARM.
3. Press the EDIT soft key to show the audio alarm window.



Audio alarm window

4. Use the cursor pad to select INT & EXT BUZZ (Internal + External alarm), INTERNAL BUZZ (Internal alarm) or OFF. This turns on or off the audio alarm for all modes globally, including radar.
5. Press the [ALARM] key to finish.

4.12.2 Bottom alarm

The bottom alarm sounds when the bottom echo is within the alarm range set. To activate the bottom alarm the depth must be displayed. Note that the bottom alarm is turned on or off reciprocally with the bottom alarm on the plotter alarm menu.

1. Press the [ALARM] key to show the ALARM menu.
2. Use the cursor pad to select BOTTOM ALARM.
3. Press the EDIT soft key to show the bottom alarm window.

BOTTOM ALARM
▲
○ ON
0000.0-0000.0 ft
⊙ OFF
▼

Bottom alarm window

4. Use the cursor pad to select ON or OFF as appropriate. For ON, enter alarm range with the cursor pad and [ENTER] knob: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value.
5. Press the ENTER soft key or push the [ENTER] knob to register setting.
6. Press the [ALARM] key to finish.

4.12.3 Fish alarm

The fish alarm sounds when a fish echo is within the preset alarm range. Note that the sensitivity of the fish alarm can be set on the SOUNDER SYSTEM SETUP menu.

1. Press the [ALARM] key to show the ALARM menu.
2. Use the cursor pad to select FISH ALARM.
3. Press the EDIT soft key to show the fish alarm window.

FISH ALARM
▲
○ ON
0000.0-0000.0 ft
⊙ OFF
▼

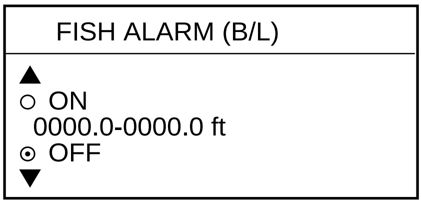
Fish alarm window

4. Use the cursor pad to select ON or OFF as appropriate. For ON, use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value.
5. Press the ENTER soft key or push the [ENTER] knob to register setting.
6. Press the [ALARM] key to finish.

4.12.4 Fish alarm (B/L)

The bottom-lock fish alarm sounds when a fish echo is within a predetermined distance from the bottom. Note that the sensitivity of the fish alarm can be set on the SOUNDER SYSTEM SETUP menu.

1. Press the [ALARM] key to show the ALARM menu.
2. Use the cursor pad to select FISH ALARM (B/L).
3. Press the EDIT soft key to show the fish alarm (B/L) window.



Fish alarm (B/L) window

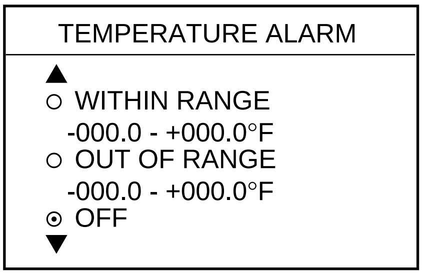
4. Use the cursor pad to select ON or OFF as appropriate. For ON, use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value.
5. Press the ENTER soft key or push the [ENTER] knob to register setting.
6. Press the [ALARM] key to finish.

4.12.5 Water temperature alarm

There are two types of water temperature alarms: WITHIN RANGE and OUT OF RANGE. The WITHIN RANGE alarm sounds when the water temperature is within the range set, the OUT OF RANGE alarm sounds when the water temperature is higher or lower than the range set. This alarm requires water temperature data.

Note that the water temperature alarm is turned on or off reciprocally with the water temperature alarm on the plotter alarm menu.

1. Press the [ALARM] key to show the ALARM menu.
2. Use the cursor pad to select TEMPERATURE ALARM.
3. Press the EDIT soft key to show the temperature alarm window.



Water temperature alarm window

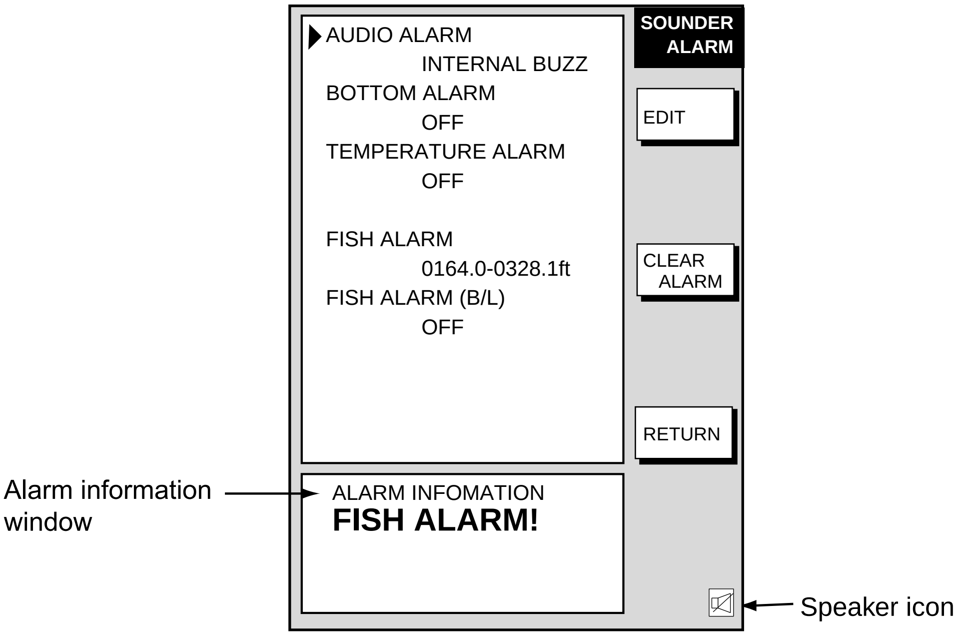
4. Use the cursor pad to select WITHIN RANGE, OUT OF RANGE or OFF as appropriate. For WITHIN RANGE and OUT OF RANGE, use the cursor pad and [ENTER] knob to enter alarm range: Use ◄ or ► to select digit; rotate the [ENTER] knob to set value.
5. Press the ENTER soft key or push the [ENTER] knob to register setting.
6. Press the [ALARM] key to finish.

4.12.6 When an alarm setting is violated...

When an alarm setting has been violated the buzzer sounds and the speaker icon appears (in red on the color model). Press the [CLEAR] key to silence the alarm. You can see which alarm has been violated on the alarm menu display. In the example below the arrival alarm has been violated.

To see which alarm(s) has been violated;

1. Press the [ALARM] key. The offending alarm is shown in the ALARM INFORMATION window.



Sounder alarm menu

2. Press the CLEAR ALARM soft key to acknowledge the alarm (and silence the buzzer if it was not already silenced with the [CLEAR] key.) For the color model, the speaker icon changes from red to background color on the color model and changes to normal video on the monochrome model. The speaker icon remains on the screen until the reason for the alarm is eliminated.

   Note: If more than one alarm has been violated the message CONTINUE appears at the bottom of the alarm information window. In this case press the NEXT INFO soft key to see which other alarms have been violated.

3. Press the [ALARM] key to finish.

Alarm messages

The table below shows the sounder alarm messages and their meanings

Sounder alarm messages and their meanings

Message	Meaning
DEPTH ALARM!	Bottom alarm violated.
FISH ALARM!	Fish alarm violated.
TEMPERATURE ALARM!	Water temperature alarm violated.

4.13 Water Temperature Graph

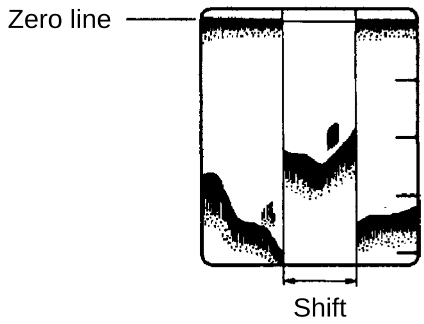
The water temperature graph (appropriate sensor required) plots water temperature on the sounder display. (See the figure on page 4-3.) It can be turned on or off as below.

1. Press the [MENU] key to open the menu.
2. Press the SOUNDER MENU soft key.
3. Select TEMPERATURE GRAPH and press the EDIT soft key.
4. Select OFF (default setting) or ON as appropriate.
5. Press the ENTER soft key.
6. Press the [MENU] key to close the menu.

4.14 Interpreting the Sounder Display

4.14.1 Zero line

The zero line (sometimes referred to as the transmission line) represents the transducer's position, and moves off the screen when a deep phased range is used.



Zero line

4.14.2 Bottom echo

Echoes from the bottom are normally the strongest and are displayed in reddish-brown (color model) or darkest tone (monochrome model) but the color (tone on the monochrome model) and width will vary with bottom composition, water depth, frequency, sensitivity, etc.

In a comparatively shallow depth, a high gain setting will cause a second or sometimes a third or a fourth echo to be displayed at the same interval between them below the first echo trace. This is because the echo travels between the bottom and the surface twice or more in shallow depths.

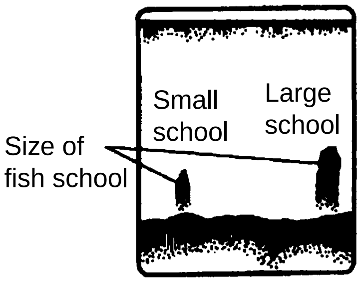
The color (tone for monochrome model) of the bottom echo can be used to help determine the density of the bottom materials (soft or hard). The harder the bottom, the wider the trace. If the gain is set to show only a single bottom echo on mud, a rocky bottom will show a second or third bottom return. The range should be chosen so the first and second bottom echoes are displayed when bottom hardness is being determined.



Bottom echoes

4.14.3 Fish school echoes

Fish school echoes will generally be plotted between the zero line and the bottom. Usually the fish school/fish echo is weaker than the bottom echo because its reflection property is much smaller compared to the bottom. The size of the fish school can be ascertained from the density of the display.

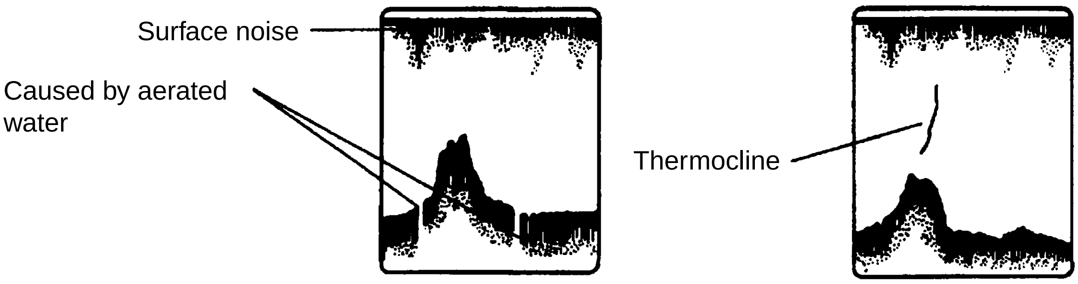


Fish school echoes

4.14.4 Surface noise/Aeration

When the waters are rough or the boat passes over a wake, surface noise may appear near the zero line. As surface turbulence is acoustically equivalent to running into a brick wall, the bottom echo will be displayed intermittently. Similar noise sometimes appears when a water temperature difference (thermocline) exists. Different species of fish tend to prefer different temperature zones, so the thermocline may be useful to help identify target fish. 200 kHz tends to show shallow thermoclines better than 50 kHz.

In rough waters the display is occasionally interrupted due to below-the-ship air bubbles obstructing the sound path. This also occurs when the boat makes a quick turn or reverses movement. Lowering the picture advance speed may reduce the interruption. However, reconsideration of the transducer installation may be necessary if the interruption occurs frequently.



Surface noise/aeration

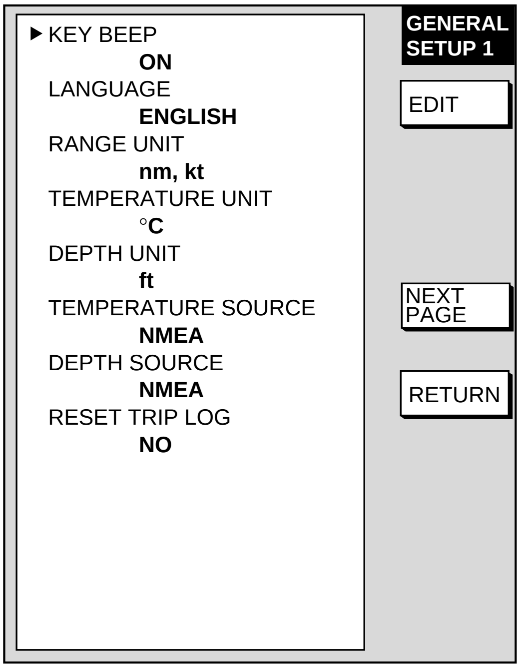
5. CUSTOMIZING YOUR UNIT

This chapter describes the various options which allow you to set up your unit to suit your needs. For mode specific menus, e.g. radar plotter and sounder, make sure that you select the appropriate display when making changes or viewing menu option.

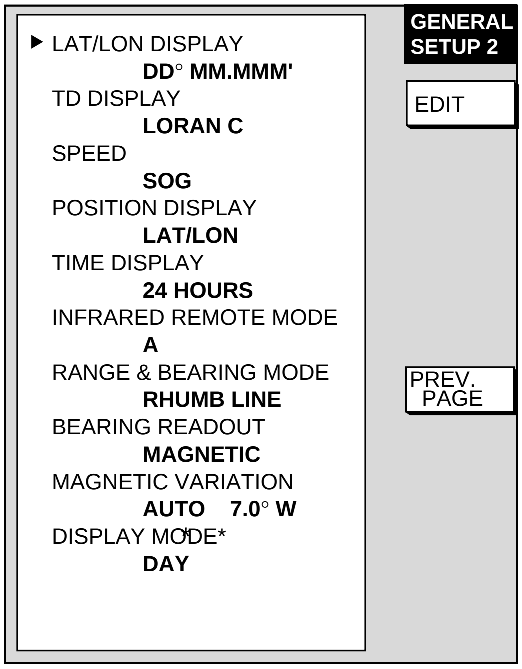
5.1 General Setup

This paragraph shows you how to set up functions common to the plotter, radar and sounder displays. This is done on the GENERAL SETUP menu, which you may display from any mode. These items include data, position and time formats, units of measurement, data sources, etc.

1. Show the any display and press the [MENU] key to display the main menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the GENERAL SETUP soft key.



Page 1



*: MODEL1722 series only

Page 2 (MODEL1722 series)

General setup menu

4. Press the NEXT PAGE or PREV. PAGE soft key to switch pages if necessary.
5. Use the cursor pad to select item.
6. Press the EDIT soft key.
7. Use the cursor pad to select option desired and press the ENTER soft key or [ENTER] knob.
8. Press the [MENU] key to close the menu.

Contents of general menu

Item	Description	Settings	Default Setting
Key Beep	Turns key operation beep on/off.	On, Off	On
Language	Chooses menu language.	English, French, German, Italian, Portuguese, Spanish	English
Range Unit	Chooses unit of range and speed measurement.	nm, kt; km, km/h; sm, mph; nm & yd, kt; nm & m, kt; km & m, km/h; sm & yd, mph	nm, kt
Temperature Unit	Chooses unit of water temperature measurement.	°C, °F	°F
Depth Unit	Chooses unit of depth measurement.	ft, m, fa, PB (Passi/Braza)	ft
Temperature Source	Chooses source of water temperature data.	ETR (network sounder), NMEA	NMEA
Depth Source	Chooses source of depth data.	ETR, NMEA.	NMEA
Reset Trip Log	Resets distance run.	Yes, No	No
Lat/Lon Display	Chooses how many digits (or seconds) to display after decimal point in latitude and longitude position.	DD°MM.MM’, DD°MM.MMM’, DD°MM.MMMM’, DD°MM’SS.S”	DD°MM.MMMM’
TD Display	Chooses TD type.	Loran C, Decca	Loran C
Speed	Chooses speed format to display.	SOG (Speed over ground), STW (Speed through water)	SOG
Position Display	Chooses position display format.	LAT/LON, TD	LAT/LON
Time Display	Chooses time notation.	12 hours, 24 hours	24 hours
Infrared Remote Mode	A remote controller can be set exclusively for use with a specific display unit, in the case of multiple NavNet display units. For further details see the Installation Manual.	A, B, C, D	A
Range & Bearing Mode	Chooses how to calculate range and bearing.	Rhumb Line: Straight line drawn between two points on a nautical chart. Great Circle: Shortest course between two points on the surface of the earth.	Rhumb Line
Bearing Readout	Chooses bearing display format for course, course over ground and cursor bearing.	True, Magnetic	Magnetic
Magnetic Variation	The magnetic variations for all areas of the earth are preprogrammed into this unit. The preprogrammed variation is accurate for most instances, however you may wish to manually enter a variation. For manual input, select Manual, hit the EDIT soft key, enter value and hit the ENTER soft key to finish. “AUTO” requires position data.	Auto, Manual	Auto
Display Mode (Monochrome model)	Reverses background (black) and foreground (white) colors.	Day, Night	Day

*Select ETR to show water temperature/depth data fed from the network sounder, and then set the TEMP and DEPTH CALIBRATION of the SENSOR SETUP in the SOUNDER SYSTEM SETUP menu.

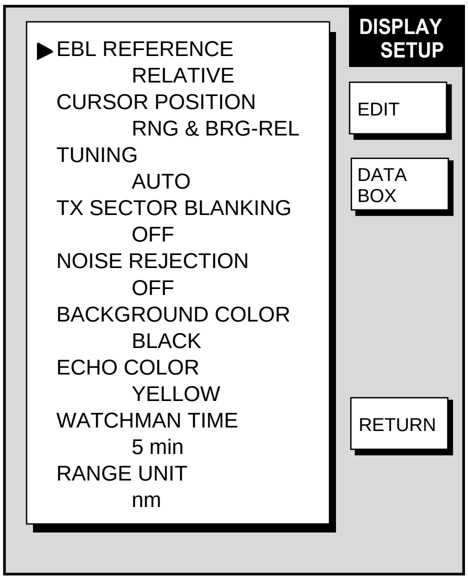
5.2 Radar Setup

This paragraph explains how to customize the radar display to suit your operational needs. Be sure to show the radar display before executing any of the procedures.

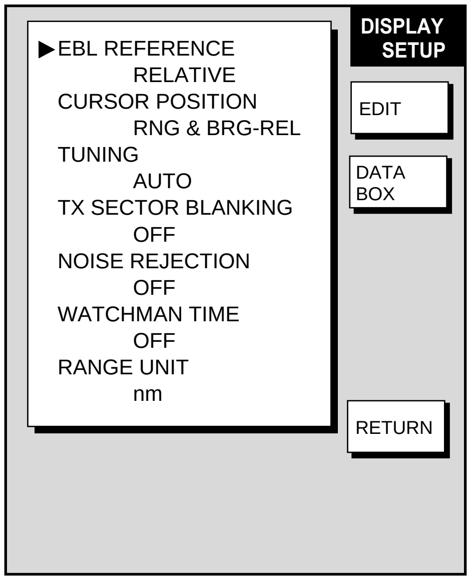
5.2.1 Radar display setup

The radar display may be set up from the RADAR DISPLAY SETUP menu, which contains items such as EBL reference and cursor position format.

1. Show the radar display, and press the [MENU] key to show the main menu.
2. Press the RADAR DISPLAY SETUP soft key.



MODEL1722C series



MODEL1722 series

Radar display setup menu

Contents of radar setting menu

Item	Description	Settings	Default Setting
EBL Reference	References EBL bearing, shown in the EBL data box, to North (True) or heading (Relative)	True, Relative (True only for north-up, course-up and true motion mode)	Relative
Cursor Position	Chooses how to display cursor position.	LAT/LON: Lat/Long position of cursor TD: Loran C or Decca TDs RNG & BRG-REL: Range and bearing referenced to ship's heading RNG & BRG-TRUE Range and bearing referenced to North.	RNG & BRG-REL
Tuning	Selects receiver tuning method. For further details see "2.3 Tuning."	Auto, Manual	Auto
TX Sector Blanking	Turns on/off dead sector graphic, which shows area where no echoes are transmitted.	On, Off	Off
Noise Rejection	Electrical noise, appearing on the screen as "speckles," may be suppressed with the noise rejector. Note that some forms of interference cannot be suppressed.	On, Off	Off
Background Color (Color model)	Chooses colors of background, range rings and characters. Effective only when HUE soft key is set for "MANUAL."	Black/Green Background: Black Rings: Green Characters: Green Black/Red Background: Black Rings: Green Characters: Red Blue/White Background: Dark Blue Rings: White Characters: White DK Blue/White Background: Dark Blue Rings: White Characters: White White/Green Background: White Rings: Green Characters: Green (Echoes in white)	Black/Green

(Continued on next page)

Contents of radar setting menu (con't from previous page)

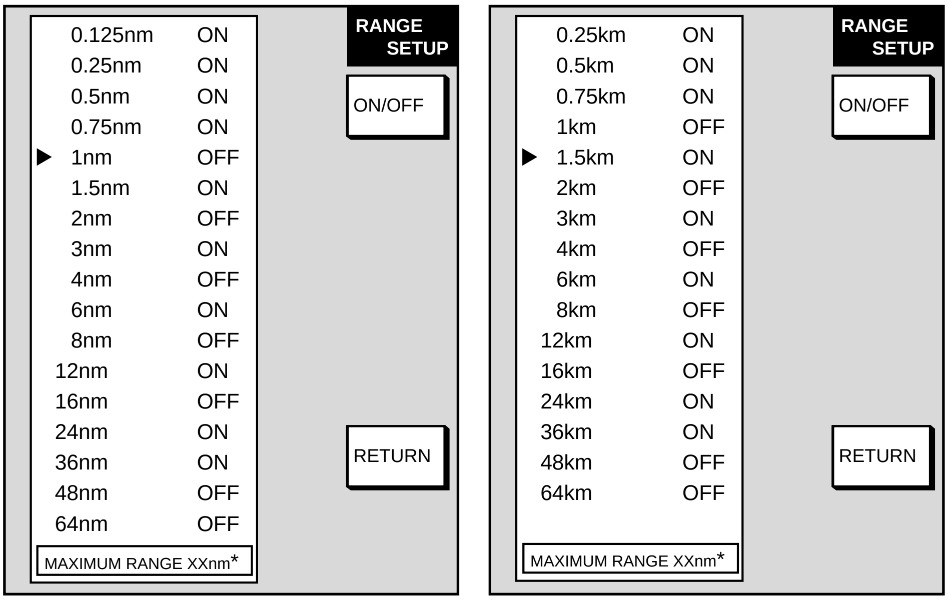
Item	Description	Settings	Default Setting
Echo Color (Color model)	Chooses echo color.	Yellow, Green, Multi (Echoes shown in red, yellow or green in order of descending strength.)	Green
Watchman Time	Sets watchman stand-by period. For further details see paragraph 2.23 Watchman.	5, 10, 20 min	5 min
Range Unit	Sets unit of range measurement.	nm, km, sm	nm

5.2.2 Radar range setup

You may choose the radar ranges you wish to use, from the RADAR RANGE SETUP menu. (Available ranges depends on the network radar used.) After choosing the ranges desired change the range with the [RANGE] key to activate range settings.

At least two ranges (excluding maximum range) must be turned on. When less than two ranges are turned on, you cannot escape from the range setup menu. Note that the previous setting returns to the default setting when you change the unit type.

1. Press the [MENU] key to show the main menu.
2. Press the RADAR RANGE SETUP soft key to show the RADAR RANGE SETUP menu.



* = Max. range depends on network radar used and is set on the network radar at installation.

Range unit: nm Range unit: km

Radar range setup menu

3. Use the cursor pad to select the range which you want to turn on or off.
4. Press the ON/OFF soft key to turn the range on or off as appropriate.
5. Press the RETURN soft key to register the setting.
6. Press the [MENU] key to close the menu.

	Max. range	
MODEL1722/1722C	24 nm	24 km
MODEL1732/1732C	36 nm	36 km
MODEL1742/1742C	36 nm	36 km
MODEL1762/1762C	48 nm	48 km

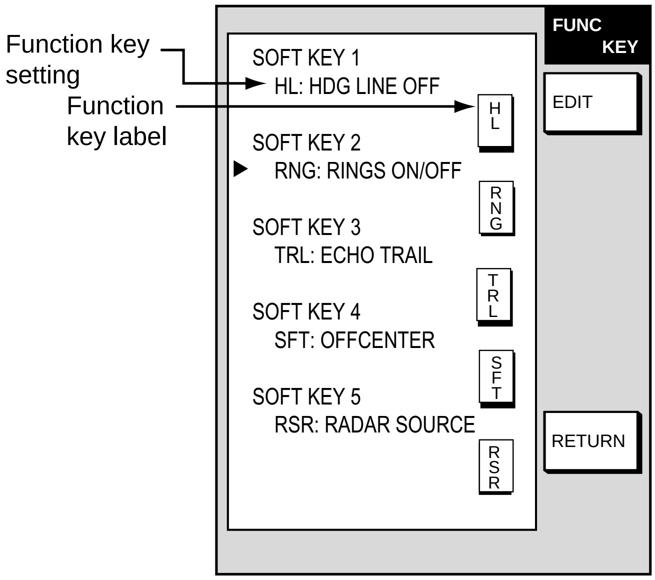
5.2.3 Function key setup

The function keys provide one-touch call up of a desired function. The default radar function key settings are as shown in the table below.

Function Key	Default Function	Function Key Label
1	Turn heading line off.	HL
2	Turn range rings on/off.	RNG
3	Turn echo trail on/off.	TRL
4	Turn display offcenter on/off.	SFT
5	Select radar source.	RSR

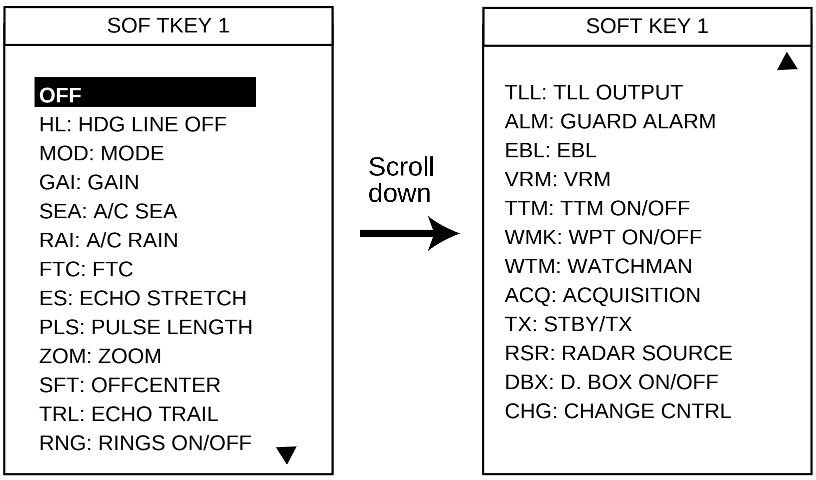
If the above settings are not to your liking you may change them as follows:

1. Press the [MENU] key.
2. Press the FUNCTION KEY SETUP soft key.



Radar function key menu

3. Select the function key you want to program and press the EDIT soft key.



Radar function key options

4. Select function desired with the cursor pad or [ENTER] knob and press the ENTER soft key or [ENTER] knob to register your selection.
5. Press the [MENU] key to close the menu.

Radar function keys

Menu Item	Function	Function Key Label
OFF	Assigns no function.	—
HL: HDG LINE OFF	Turns heading line off.	HL
MOD: MODE	Selects presentation mode.	MOD
GAI: GAIN	Shows gain sensitivity adjustment window.	GAI
SEA: A/C SEA	Shows manual or A/C SEA adjustment window.	SEA
RAI: A/C RAIN	Shows A/C RAIN adjustment window.	RAI
FTC: FTC	Displays FTC window. Adjust FTC with the [ENTER] knob.	FTC
ES: ECHO STRETCH	Turns echo stretch on/off.	ES
PLS: PULSE LENGTH	Sets pulselength (long or short).	PLS
ZOM: ZOOM	Turns zoom on/off.	ZOM
SFT: OFFCENTER	Press to shift display center to cursor location. Press again to turn shift off and return cursor to display center.	SFT
TRL: ECHO TRAIL	Starts/stops echo trails.	TRL
RNG: RINGS ON/OFF	Turns range rings on/off.	RNG
TLL: TLL OUTPUT	Outputs cursor position, in NMEA format, to navigator.	TLL
ALM: GUARD ALARM	Displays alarm soft keys.	ALM
EBL: EBL	Switches control between EBL1 and EBL2 with each press.	EBL
VRM: VRM	Switches control between VRM1and VRM2 with each press.	VRM
TTM: ON/OFF	Turns TTM (Tracked Target (Message) data on/off.	TTM
WMK: WPT ON/OFF	Turns waypoint marker on/off.	WMK
WTM: WATCHMAN	Turns watchman on/off.	WTM
ACQ: ACQUISITION	Acquires and tracks cursor-selected target.(Requires ARP-equipped Model 1833/1833C series network radar.)	ACQ
TX: STBY/TX	Toggles between standby and transmit.	TX
RSR: RADAR SOURCE	Selects source for radar picture.	RSR
DBX: D. BOX ON/OFF	Turns data boxes on/off.	DBX
CHG: CHANGE CNTRL*	Changes display control in combination display.	CHG

*: When selecting CHG on a display, use the same soft key number on all display for CHG.

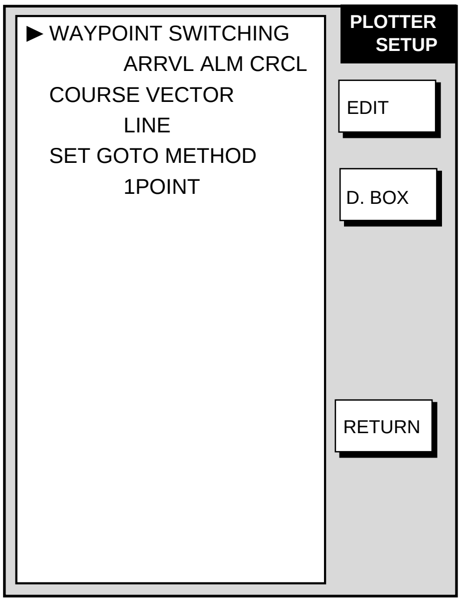
5.3 Plotter Setup

This paragraph provides the information necessary for setting up the plotter display.

5.3.1 Navigation options

Navigation options, for example, waypoint switching method, may be set on the plotter setup menu.

1. Show the plotter display and press the [MENU] key open the main menu.
2. Press the PLOTTER SETUP soft key.



Display option menu

<u>Contents of display option menu</u>

Item	Description	Settings	Default Setting
Waypoints Switching	Chooses waypoint switching method. See "switching waypoints" on page 3-51.	Perpendicular, Arrvl Alm Crcl, Manual	Arrvl Alm Crcl
Course Vector	You may extend a line from the own ship position to show ship's course. It may be a vector (length depends on ship's speed) or a simple line (course bar)	Line, Vector, Off	Line
Set GOTO Method	Sets the method by which to navigate to a quick point. See paragraph "3.10.1 Navigating to a quick point."	1 Point, 35 Points, 35 Pts/Port Service	1 Point
D. BOX (soft key)	Sets up data boxes. See paragraph 5.5.		

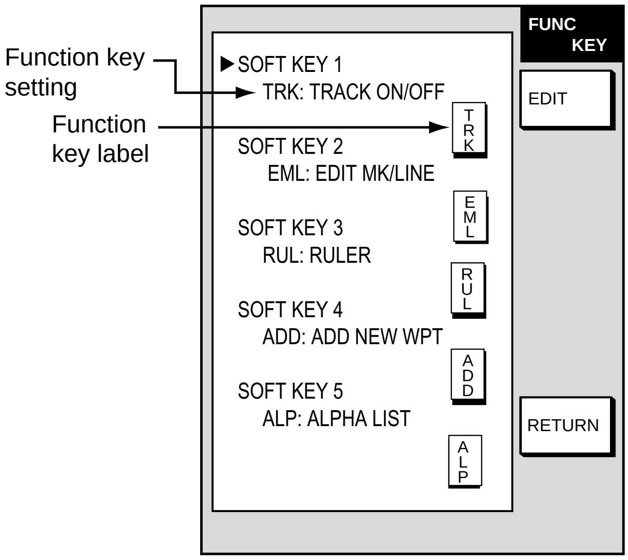
5.3.2 Function key setup

The function keys provide one-touch call up of a desired function. The default plotter function key settings are as shown in the table below.

Function Key	Default Function	Function Key Label
1	Start/stop recording/plotting own ship's track.	TRK
2	Edit mark/line.	EML
3	Ruler (measure range and bearing between two points).	RUL
4	Add new waypoint.	ADD
5	Alphanumeric waypoint list.	ALP

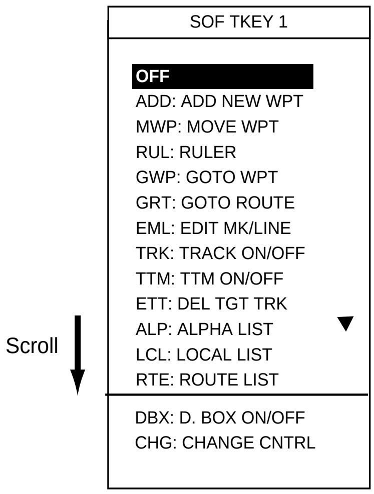
If the above settings are not to your liking you may change them as follows:

1. Press the [MENU] key.
2. Press the FUNCTION KEY SETUP soft key.



Plotter function key menu

3. Select the soft key you want to program and press the EDIT soft key. A menu shows the functions available and the current selection is highlighted.



Plotter function key options

4. Select function desired with the cursor pad or [ENTER] knob and press the ENTER soft key or [ENTER] knob to register your selection.
5. Press the RETURN soft key.
6. Press the [MENU] key to close the menu.

Plotter function keys

Menu Item	Function	Function Key Label
OFF	Assigns no function.	—
ADD: ADD NEW WPT	Registers waypoint at cursor position. Place cursor for waypoint location then press function key.	ADD
MWP: MOVE WPT	Moves selected waypoint to different position. Select waypoint then press function key.	MWP
RUL: RULER	Measures range and bearing between two points. Press START POINT soft key to change starting point if necessary. Range and bearing between two points appears at the top of the screen.	RUL
GWP: GOTO WPT	Specify waypoint to set as destination. Enter number in window and press the ENTER soft key.	GWP
GRT: GOTO ROUTE	Specify route to follow. Enter number in window and press the ENTER soft key.	GRT
EML: EDIT MK/LINE	Displays mark & line menu. Press appropriate soft key to access menu item.	EML
TRK: TRACK ON/OFF	Each pressing stops or starts recording of own ship track.	TRK
TTM: TTM ON/OFF	Turns TTM (target track) display on/off.	TTM
DTT: DEL TGT TRACK	Erases all TTM track.	DTT
ALP: ALPHA LIST	Displays waypoint alphanumeric list.	ALP
LCL: LOCAL LIST	Displays waypoint local list.	LCL
RTE: ROUTE LIST	Displays route list.	RTE
DBX: D. BOX ON/OFF	Shows/hides data boxes.	DBX
CHG: CHANGE CNTRL*	Changes control in combination screen.	CHG

*: When selecting CHG on a display, use the same soft key number on all display for CHG.

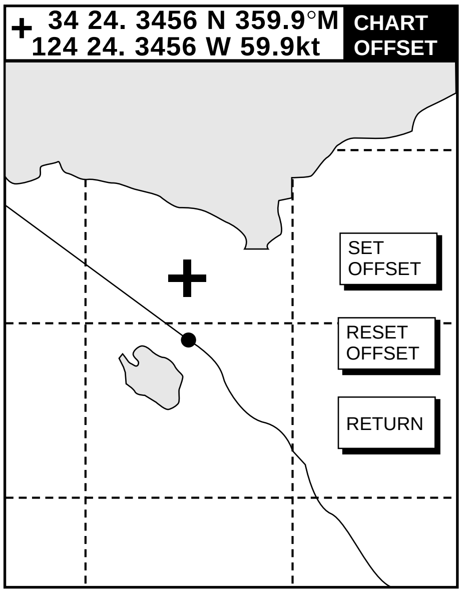
5.4 Chart Setup

This paragraph shows you how to setup digital charts, from offsetting chart position to turning chart attributes on or off.

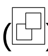
5.4.1 Chart offset

In some instances position may be off by a few seconds. For example, the position of the ship is shown to be at sea while it is in fact moored at a pier. You can compensate for this error by offsetting chart position as shown in the procedure below. You can execute the procedure from any display mode.

1. Show the plotter display and press the [MENU] key followed by the CHART SETUP and CHART OFFSET soft keys.



Plotter display, chart offset selected

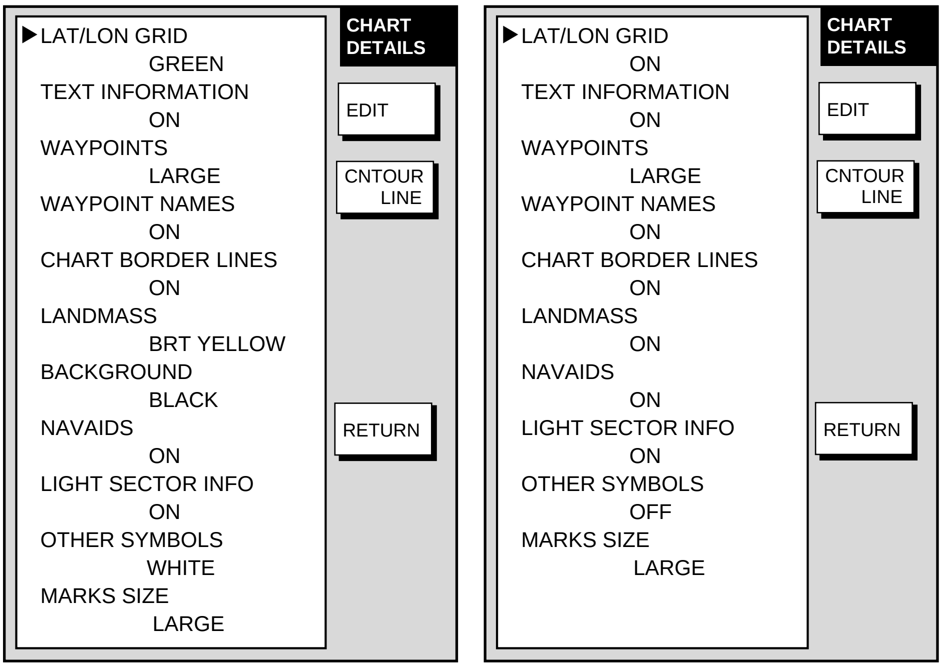
2. Use the cursor pad to place the cursor at correct latitude and longitude of own ship position.
3. Press the SET OFFSET soft key.
4. Press the [MENU] key to close the menu. The “chart offset icon” () appears.

To cancel chart offset, press the RESET OFFSET soft key at step 3 in the above procedure.

5.4.2 FURUNO, Nav-Charts™ chart attributes

Charts attributes may be turned on or off from the CHART DETAILS menu, which you may display as follows:

1. Press the [MENU] key.
2. Press the CHART SETUP and CHART DETAILS soft keys.



MODEL1722C series MODEL1722 series

Chart details menu (FURUNO, Nav-Charts™)

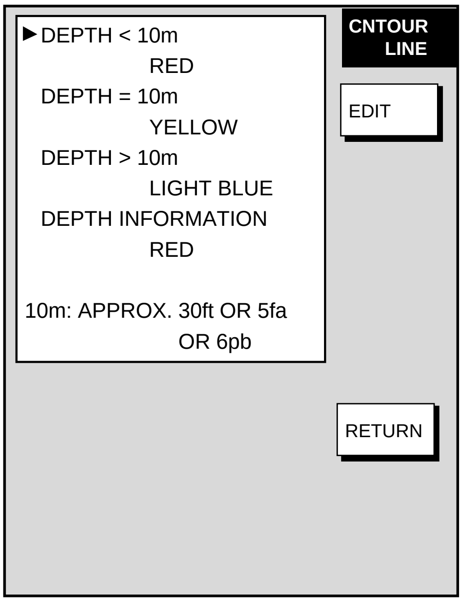
Contents of chart details menu (FURUNO, NavCharts™)

Item	Description	Settings	Default Setting	Settings	Default Setting
		MODEL1722C series		MODEL1722 series	
Lat/Lon Grid	Latitude and longitude grids	Red, yellow, green, light-blue, purple, blue, white. Off	Green	On, Off	On
Text Information	Geographic place, name	On, Off	On	On, Off	On
Waypoints	Waypoint size	Large, Small, Off	Large	Large, Small, Off	Large
Waypoint Names	Waypoint name	On, Off	On	On, Off	On
Chart Border Lines	Border lines (indices)	On, Off	On	On, Off	On
Landmass	Landmass brilliance (monochrome model), color (color model)	Brt, Dim: Red, yellow, green, light-blue, purple, blue, white. Off	Brt Yellow	Brt, Dim, Off	Brt
Background	Chart background color	White, Black	Black	—	
Navaids	Navaid data on Nav-Charts™; lighthouse data on FURUNO charts	On, Off	On	On, Off	On
Light Sector Info	Lighthouse viewing sector	On, Off	On	On, Off	On
Other Symbols	Other map symbols	Red, yellow, green, light-blue, purple, blue, white. Off	White	On, Off	On
Marks Size	Mark size	Large, Small	Large	Large, Small	Large
CNTOUR LINE soft key (Depth contours for depths at right)*	< 10 m	Same as Other Symbol	On, Red	On, Off	On
	10 m	Same as Other Symbol	On, Yellow	On, Off	On
	> 10 m	Same as Other Symbol	On, Light-blue	On, Off	On
	Depth Info	Same as Other Symbol	On, Red	On, Off	On

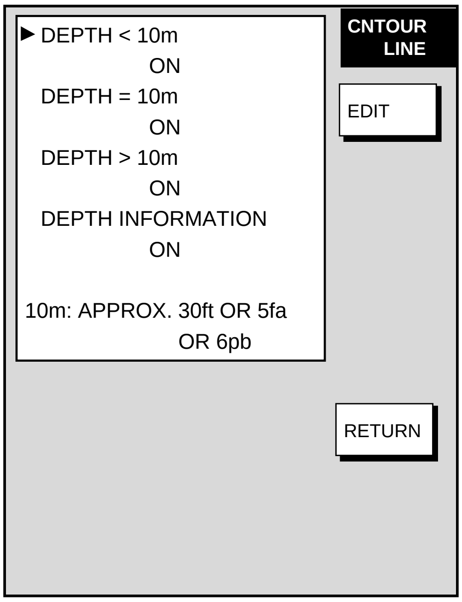
***** = Depth contour color for MODEL1722C series available in, red, yellow, green, light-blue, purple, blue, and white.

CNTOUR LINE soft key

1. Press the [MENU] key.
2. Press the CHART SETUP and CHART DETAILS soft keys.
3. Press the CNTOUR LINE soft key.



MODEL1722C series



MODEL1722 series

Contour line menu (FURUNO, Nav-Charts™)

5.4.3 C-MAP chart attributes

Charts attributes may be turned on or off from the CHART DETAILS menu, which you may display as follows:

1. Press the [MENU] key.
2. Press the CHART SETUP and CHART DETAILS soft keys.

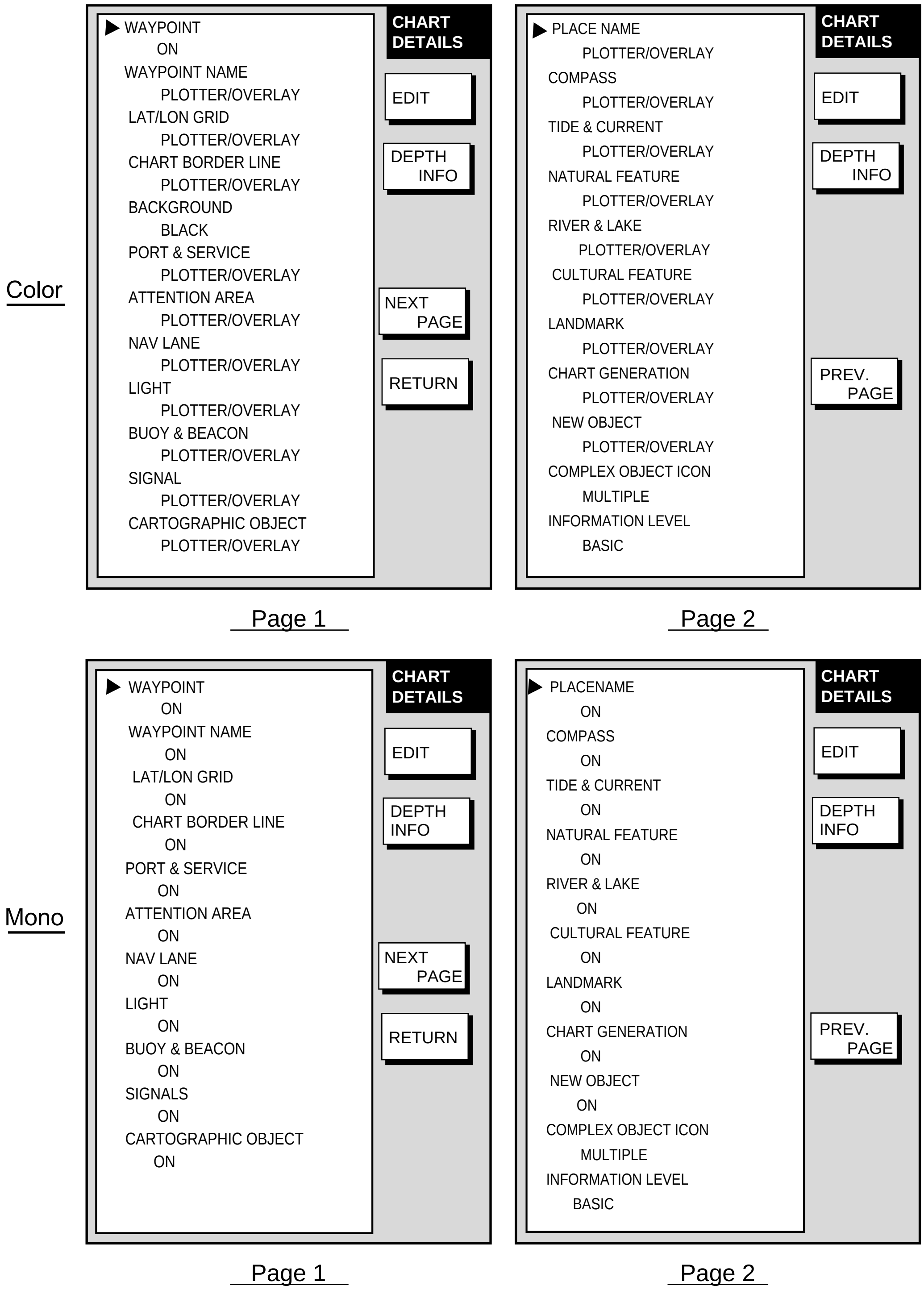


Chart details menu (C-map)

Contents of chart details menu (C-map)

Item	Description	Settings	Default Setting	Settings	Default Setting
		MODEL1722C series		MODEL1722 series	
Waypoints	Waypoint display	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Waypoint Names	Waypoint name	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Lat/Lon Grid	Latitude and longitude grids	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Chart Border Lines	Border lines (indices)	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Background	Chart background color	White, Black	Black	—	
Port & Service	Port services icon display	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Attention Area	Attention area icon display	Plotter/Overlay, Plotter, Plotter/ Contour, Off	Plotter/Overlay	On, Contour, Off	On
Nav Lane	Navigation lanes	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Light	Lighthouse icon, sector	Plotter/Overlay, Plotter, Plot/No Sector, Off	Plotter/Overlay	On, No Sector, Off	On
Buoy & Beacon	Buoys, beacons display	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Signal	Signals category icon	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Cartographic Object	Cartographic objects category icon	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Place Name	Geographic names	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Compass	Compass category icons	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Tide & Current	Tide display	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Natural Feature	Land outline	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
River & Lake	Rivers and lakes	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Cultural Feature	Cultural features icons	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Landmark	Landmarks category icons	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On

(Continued on next page)

Contents of C-MAP chart details menu (continued from previous page)

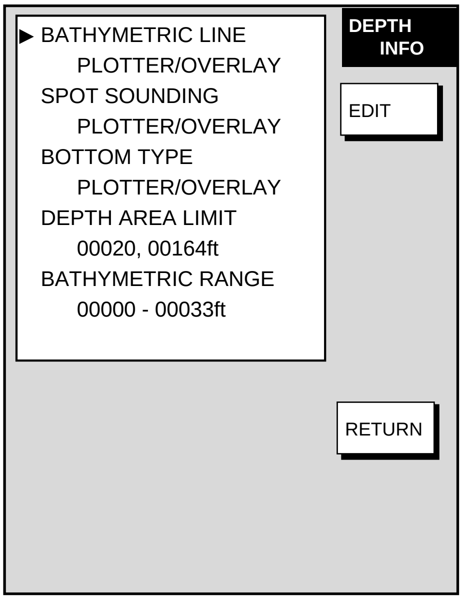
Item	Description	Settings	Default Setting	Settings	Default Setting
		MODEL1722C series		MODEL1722 series	
Chart Generation	Chart generation category icons	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
New Object	New object category icons	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
Complex Object Icon	Single or multiple icon for object composed of several icons	Multiple, Single	Multiple	Multiple, Single	Multiple
Information Level	Basic or detailed data for objects	Basic, Detailed	Basic	Basic, Detailed	Basic
DEPTH INFO (soft key) See illustration on next page	Bathymetric Line	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
	Spot Sounding	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
	Bottom Type	Plotter/Overlay, Plotter, Off	Plotter/Overlay	On, Off	On
	Depth Areas Limit	0-99999ft (m, fa, PB)	20,164ft (6, 50m, 3, 27 fa, 4, 30PB)	0-99999ft (m, fa, PB)	20ft (6m, 3fa, 4PB)
	Bathymetric Range	0-99999ft (m, fa, PB)	0-33ft (0-10m, 0-6fa, 0-6PB)	0-99999ft (m, fa, PB)	0-33ft (0-10m, 0-6fa, 0-6PB)

Settings description

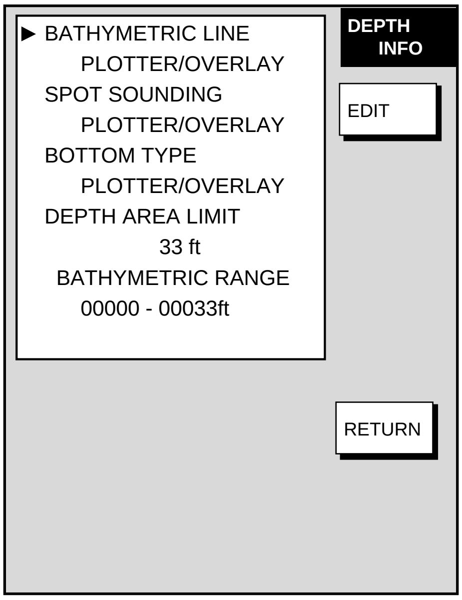
Basic: Shows basic characteristics of objects.
Detailed: Shows detailed characteristics of objects.
Multiple: Shows multiple icons for complex objects
Off: Turns item off.
On: Turns item on.
Plotter: Shows item on plotter display:
Plot/No Sector: Sector not shown on track display.
Plotter/Contour: Shows contour on track display.
Plotter/Overlay: Shows item on plotter and overlay displays.
Single: Shows single icon for complex objects.

DEPTH INFO soft key

1. Press the [MENU] key.
2. Press the CHART SETUP and CHART DETAILS soft keys.
3. Press the DEPTH INFO soft key.



MODEL1722C series



MODEL1722 series

Depth info menu (C-map)

5.5 Data Boxes Setup

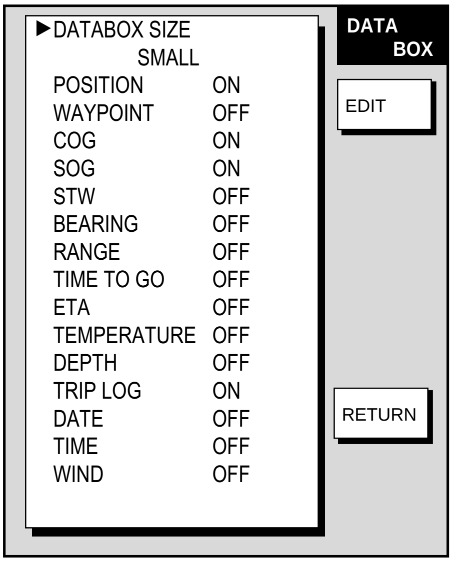
You may select the data to show in the data boxes for the plotter, radar and sounder displays. Six boxes may be displayed in case of small size data box and two for large size data box.

1. Display the plotter, radar or sounder display, whichever you want to set.
2. Press the [MENU] key to open the main menu.
3. Press one of the following sets of soft keys depending on the display selected at step 1.

   Radar mode: RADAR DISPLAY SETUP, D. BOX

   Plotter mode: PLOTTER SETUP, D. BOX

   Sounder mode: SOUNDER MENU, D. BOX



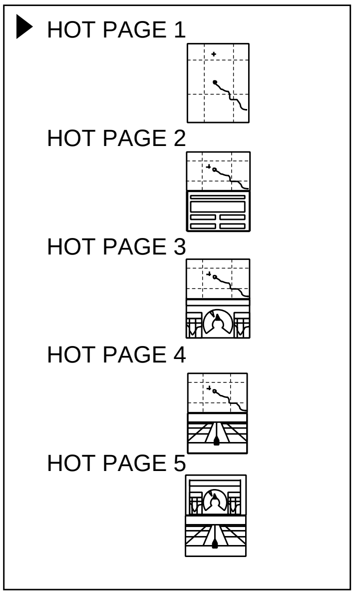
Data box menu

4. Use the cursor pad to select an item and then press the EDIT soft key.
5. Select ON or OFF as desired.
6. Press the ENTER soft key or the [ENTER] knob to register your selection. Six items may be set to ON for small data boxes; two for large data boxes.
7. Repeat steps 4-6 to turn other items on or off.
8. Press the [MENU] key to close the menu

5.6 Hot Page Setup

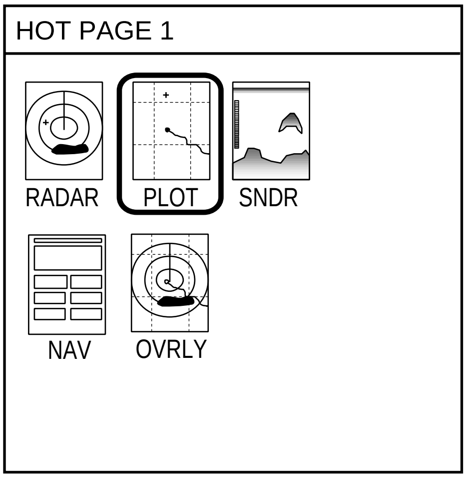
Five user-arrangeable hot pages are provided for quick selection of desired display.

1. Press the [MENU] key followed by pressing the SYSTEM CONFIGURATION, SYSTEM SETUP, HOT PAGE & NAV DISP SETUP and HOT PAGE SETUP soft keys in that order.



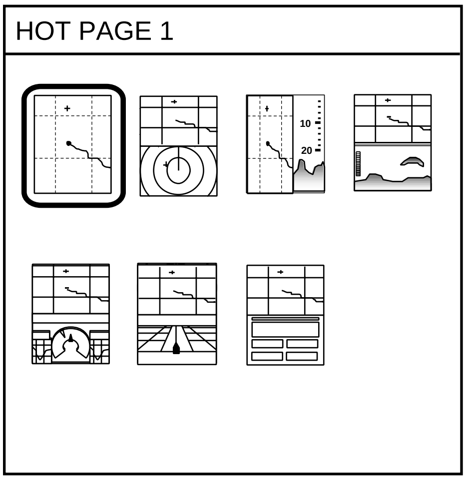
Hot page setup menu

2. Use the cursor pad to select the hot page number to set and then press the EDIT soft key. The full-screen selection window appears.



Full-screen selection window ("OVRLY" for color model only)

3. Rotate the [ENTER] knob to select the full-screen picture desired and push the [ENTER] knob. A set of combination screens, corresponding to the full-screen selected, appears.



Combination screen selection window

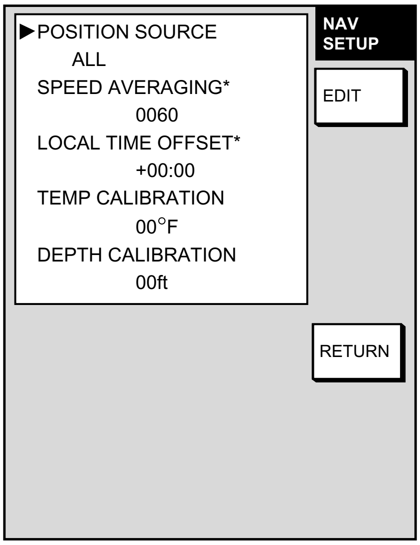
4. Rotate the [ENTER] knob to select the full screen or combination screen desired and push it to set.

5.7 Navigator Setup

This section provides the information necessary for selecting the type of navigator connected to your plotter.

5.7.1 Navigation data source

The NAV SETUP menu mainly selects the source of nav data. For GPS receiver other than the GP-310B, speed averaging and local time offset (to use local time) are also available. Press the [MENU] key followed by the SYSTEM CONFIGURATION, NAV OPTION and NAV SOURCE SETTINGS soft keys to display this menu.



* For GPS receiver other than GP-310B.

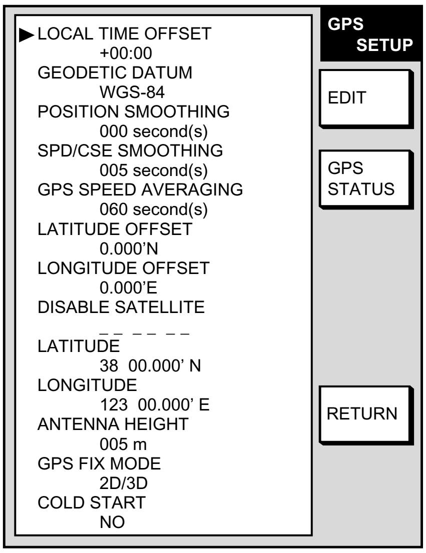
Nav setup menu

Contents of nav setup menu

Item	Description	Settings	Default Setting
Position Source	Chooses source of position data.	**FURUNO BB GPS:** GPS Receiver GP-310B **GP:** GPS navigator (via NETWORK or NMEA connector) **LC:** Loran C navigator (via NETWORK or NMEA connector) **All:** Multiple navaid connection (via NETWORK or NMEA connector)	ALL
Speed Averaging	Calculation of ETA is based on average ship's speed over a given period. If the period is too long or too short, calculation error will result. Change this setting if calculation error occurs. The default setting is suitable for most conditions.	0-9999 sec	60 sec
Local Time Offset	GPS uses UTC time. If you would rather use local time, enter the time difference between it and UTC. Use the +<-->- soft key to switch from plus to minus and vice versa.	-13:30 to +13:30	00:00
Temp Calibration	Offsets NMEA water temperature data.	-40°F - + 40°F	0°F
Depth Calibration	Offsets NMEA depth data.	-15 - +90 ft	0 ft

5.7.2 GPS receiver setup (Set equipped with GP-310B)

The GPS SETUP menu sets up the GPS Receiver GPS-310B. Press the [MENU] key followed by the SYSTEM CONFIGURATION, NAV OPTION and GPS SENSOR SETTINGS soft keys to display this menu.



GPS sensor setup menu

Contents of GPS setup menu

Item	Description	Settings	Default Setting
Local Time Offset	Lets you use local time (instead of UTC time). Enter time difference between local time and UTC time. Set this item when using the GPS-310B.	-13:30 to +13:30 hours	00:00
Geodetic Datum	Note: Geodetic Datum is a reference for geodetic survey measurements consisting of fixed latitude, longitude and azimuth values associated with a defined station of reference. You must have the correct Geodetic Datum selected in your plotter so that it will reference the correct point on the chart for a given lat / lon. Although WGS-84 is now the world standard, other categories of charts still exist. refer to Appendix for a full list of geodetic datum.	See Appendix for full list.	WGS-84
Position Smoothing	When the DOP or receiving condition is unfavorable, the GPS fix may change greatly, even if the vessel is not moving in water. This change can be reduced by smoothing the raw GPS fixes. A setting between 000 to 999 is available. The higher the setting, the more smoothed the raw data. If the setting is too high, the response time required to show a change of Lat and LON will be too long. this is especially noticeable if the vessel is moving fast. This is especially noticeable at high ship' speeds. Increase the setting to increase the amount of averaging applied to the GPS fix.	0-999 sec	0 sec (no position smoothing)

(Continued on next page)

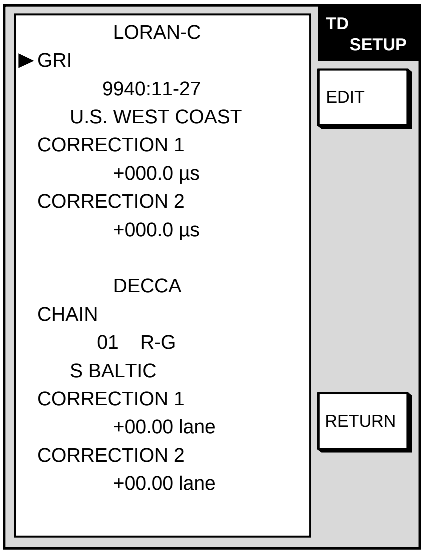
Contents of GPS sensor setup menu (con’t from previous page)

Item	Description	Settings	Default Setting
Spd/Cse Smoothing	During position fixing, ship’s velocity (speed and course) is directly measured by receiving GPS satellite signals. The raw velocity data may vary too much depending on receiving conditions and other factors. You can reduce this variance by increasing the smoothing. Like with latitude and longitude smoothing, the higher the speed and course smoothing the higher the smoothing setting, the more the raw data will be averaged. If this setting is high, the response to speed and course changes will slow. For no smoothing, enter all zeros.	0-999 sec	5 sec
GPS Speed Averaging	Calculation of ETA is based on average ship’s speed over a given period. If the period is too long or too short, calculation error will result. Change this setting if calculation error occurs. The default setting is suitable for most conditions.	0-999 sec	60 sec
Latitude, Longitude Offset	Offsets latitude position to further refine position accuracy. Use the N<– –>S soft key to switch coordinate.	0.001’S – 9.999’N 0.001’E – 9.999’W	0.0’ (no offset)
Disable Satellite	Every GPS satellite is broadcasting abnormal satellite number(s) in its Almanac, which contains general orbital data about all GPS satellites, including those which are malfunctioning. Using this information, the GPS receiver automatically eliminates any malfunctioning satellite from the GPS satellite schedule. However, the Almanac sometimes may not contain this information. If you hear about a malfunctioning satellite from another source, you can disable it manually. Enter satellite number (two digits, max. 3 satellites) with the trackball and [ENTER] knob and press the ENTER soft key.		None
Latitude	Sets initial latitude position after cold start. Use the N< – –>S soft key to switch coordinate.	—	45°35.000’N
Longitude	Sets initial longitude position after cold start. Use the W< – –>E soft key to switch coordinate.	—	125°00.000’W
Antenna Height	Enters the height of the GPS antenna unit above sea surface. For further details refer to the installation manual.	0-99 m	5 m
GPS Fix Mode	Chooses position fixing method: 2D (three satellites in view), 2D/3D (three or four satellites in view whichever is greater).	2D, 2D/3D	2D/3D
Cold Start	Clears the Almanac to receive the latest Almanac.	No, Yes	No
GPS STATUS (soft key)	Displays GPS satellite status display. Requires GPS Receiver GP-310B or GPS navigator outputting the data sentence GSA or GSV. For further details see the chapter on Maintenance.		

5.7.3 TD display setup

The TD SETUP menu sets which Loran C or Decca chain to use to display TD position. (Connection of a Loran C or Decca navigator is not necessary to display TD position.)

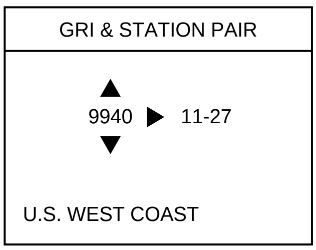
1. Press the [MENU] key.
2. Press the SYSTEM CONFIGURATION, NAV OPTION and TD SETUP soft keys to display the TD SETUP menu.



TD setup menu

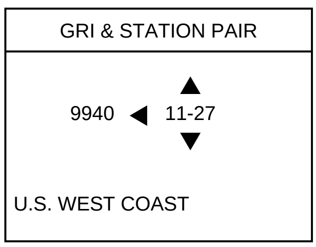
Displaying Loran C TDs

1. Select GRI and press the EDIT soft key to show the GRI & station pair window.



Loran GRI & station pair window

2. Use ▲ or ▼ on the cursor pad to select GRI code.
3. Press ▶ to enable selection of station pair.
4. Use ▲ or ▼ on the cursor pad to select station pair.

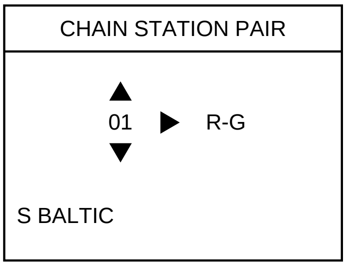


Loran GRI & station pair window

5. Press the ENTER soft key to register your selection.
6. If necessary, you may enter a position offset to refine Loran C position accuracy. Select (GRI) CORRECTION 1 or CORRECTION 2 and press the EDIT soft key. Enter correction value with the cursor pad and [ENTER] knob and then press the ENTER soft key or the [ENTER] knob. Use the +<– –>- soft key to switch from plus to minus and vice versa.
7. Press the RETURN soft key twice.
8. Press the GENERAL SETUP soft key.
9. Press the NEXT PAGE soft key.
10. Select “LORAN C” from “TD DISPLAY”, “TD” from “POSITION DISPLAY” and press the ENTER soft key.
11. Press the RETURN soft key followed by the [MENU] key to close the menu.

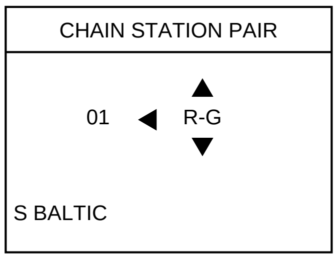
Displaying DECCA TDs

1. Select CHAIN and press the EDIT soft key to show the chain & station pair window.



Decca chain and station pair window

2. Use ▲ or ▼ on the cursor pad to select Decca chain number.
3. Press ► to enable selection of lane.

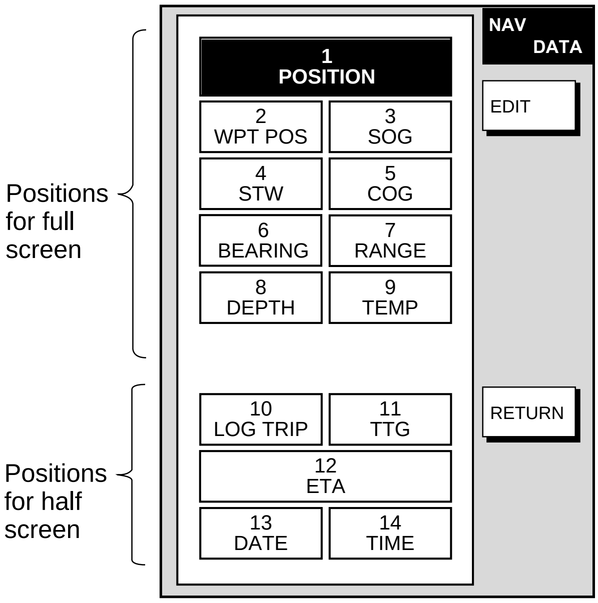


4. Use ▲ or ▼ on the cursor pad to select lane pair (R: red, G: green and P: purple).
5. Press the ENTER soft key to register your selection.
6. If necessary, you may enter position offset to refine Decca position. Select (CHAIN) CORRECTION 1 or CORRECTION 2 and press the EDIT soft key. Enter correction value with the cursor pad and [ENTER] knob and then press the ENTER soft key or the [ENTER] knob. Use the +<– –>- soft key to switch from plus to minus and vice versa.
7. Press the RETURN soft key twice.
8. Press the GENERAL SETUP soft key followed by the NEXT PAGE soft key.
10. Select “DECCA” from “TD DISPLAY”, “TD” from “POSITION DISPLAY” and press the ENTER soft key.
11. Press the RETURN soft key followed by the [MENU] key to close the menu.

5.8 Nav Data Display Setup

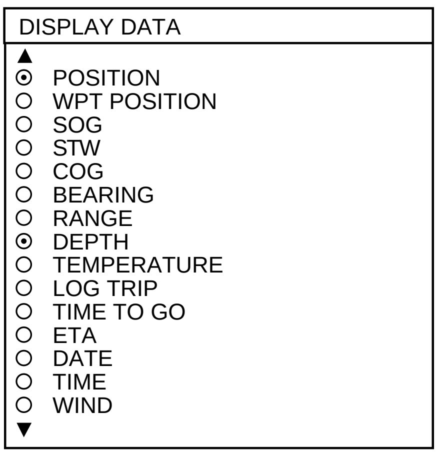
The nav data display provides various navigation data, fed from a navigator, network equipment, etc. You may select the data to display and where to display it, on the NAV DATA menu.

1. Press the [MENU] key to open the main menu.
2. Press the SYSTEM CONFIGURATION, SYSTEM SETUP, HOT PAGE & NAV DISP SETUP and NAV DATA DISPLAY SETUP soft keys.



Nav data setup screen

3. Use the cursor pad to select a location
4. Press the EDIT soft key. The following display appears.



Nav data setup window

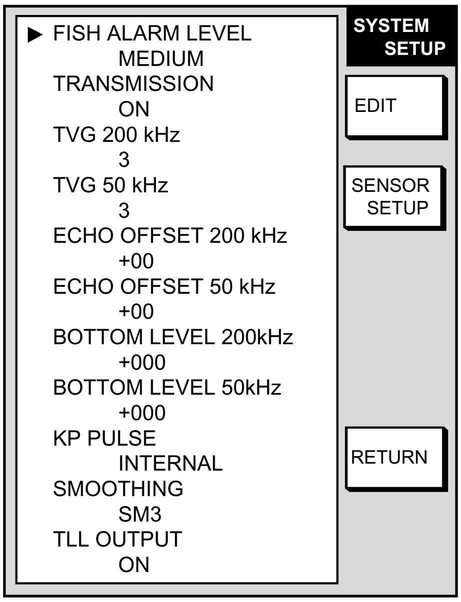
5. Select the data to display and press the ENTER soft key or [ENTER] knob to register your selection.
6. Press the RETURN soft key.
7. Press the [MENU] key to close the menu.

5.9 Sounder Setup

This section shows you how to customize your sounder to your liking. You can set fish alarm sensitivity, fine tune sensor data, etc.

5.9.1 System setup

1. Show the sounder display and press the [MENU] key.
2. Press the SOUNDER SYSTEM SETUP soft key.



Sounder system setup menu

Sounder system setup menu description

Item	Description	Settings	Default Setting
Fish Alarm Level	Sets the fish alarm sensitivity; that is the minimum echo strength which will trigger the fish and fish (B/L) alarms.	**High:** Orange and stronger echoes (strongest echoes on monochrome model) trigger the alarm.* **Medium:** Yellow and stronger echoes (medium strength echoes on monochrome model) trigger the alarm.* **Low:** Green and stronger echoes (weak echoes on monochrome mode) trigger the alarm.* * = 8-color display	Medium
Transmission	Turns TX power on/off.	On, Off	On

(Continued on next page)

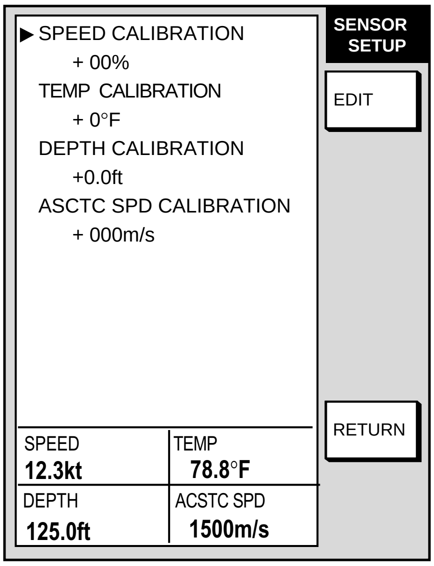
Sounder system setup menu description (con't)

Item	Description	Settings	Default Setting
TVG (50 kHz, 200kHz)	TVG (Time Varied Gain) compensates for propagation attenuation of the ultrasonic waves. It does this by equalizing echo presentation so that fish schools of the same size appear in the same density in both shallow and deep waters. In addition, it reduces surface noise. Note that if the TVG level is set too high short range echoes may not be displayed.	0-9	3 (both 50 kHz and 200 kHz)
Echo Offset (50 kHz, 200 kHz)	If the on-screen echo level appears to be too weak or too strong and the level cannot be adjusted satisfactorily with the gain control, adjust echo offset to compensate for too weak or too strong echoes. The default setting for both 200 kHz and 50 kHz is zero.	-50 - +50	0 (both 50 kHz and 200 kHz)
Bottom Level (50 kHz, 200 kHz)	If the depth indication is unstable in automatic operation or the bottom echo cannot be displayed in reddish-brown by adjusting the gain control in manual operation, you may adjust the bottom echo level detection circuit, for both 50 kHz and 200 kHz, to stabilize the indication. Note that if the level is set too low weak echoes may be missed and if set too high the depth indication will not be displayed.	-100 - +100	0 (both 50 kHz and 200 kHz)
KP Pulse	Selects source of keying pulse.	Internal, External (See installation manual.)	Internal
Smoothing	Smooths echoes to present stable display. The higher the setting the greater the smoothing.	SM1-SM4, OFF	SM3
TLL Output	Outputs cursor position to external equipment.	ON, OFF	ON
SENSOR SETUP (soft key)	Offsets speed, depth and water temperature indications and speed of sound.	See next section for details.	

5.9.2 Sensor setup

The sensor setup menu lets you further refine speed, temperature and depth data fed from the network sounder.

1. Show the sounder display and press the [MENU] key.
2. Press the SOUNDER SYSTEM SETUP and SENSOR SETUP soft keys to show the SENSOR SETUP menu. The current ship's speed, water temperature, depth and speed of sound are shown at the bottom of the menu.



Sensor setup menu

3. Select item to adjust and press the EDIT soft key.
4. Use the cursor pad to display appropriate value as below.

Speed and temperature calibrations: Enter plus or minus value. For example, if the water temperature readout is 77°F but the actual water temperature is 75°F, enter –2(°F).

Depth calibration: If you desire the depth readout to show the distance between ship's draft and bottom (rather than transducer and bottom), set ship's draft here. Enter a plus or minus value.

Acoustic speed calibration: Sets the speed of sound used by the network sounder. Note that this is only used if water salinity is at an extreme level. Under normal circumstances, do not adjust.

Sensor setup menu settings

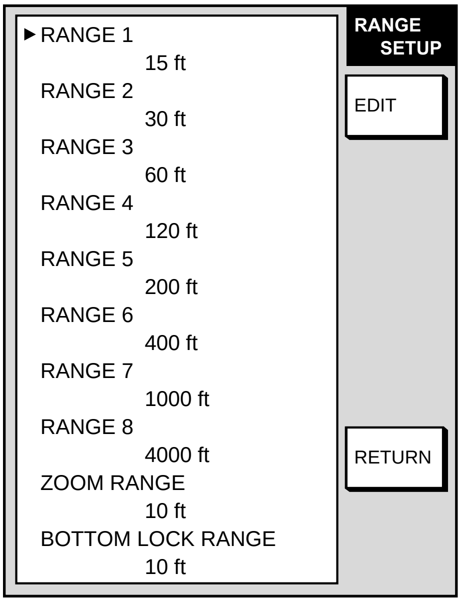
Item	Settings	Default Setting
Speed Calibration	-50 -+50%	0 (no offset)
Temperature Calibration	-40°F - +40°F	0 (no offset)
Depth Calibration	-5 - +60 (any unit of measurement)	0 (no offset)
Acoustic Speed Calibration	-500 - +500 m/s	0(m/s)

5. Press the RETURN soft key followed by the [MENU] key to close the menu.

5.9.3 Sounding range, zoom range, bottom lock range

This paragraph shows you how to set custom ranges for basic range, zoom range (marker and bottom zoom) and bottom lock range. All default basic ranges are restored whenever the unit of depth measurement is changed. Therefore, change the depth unit before changing the basic ranges.

1. Show the sounder display and press the [MENU] key to open the main menu.
2. Press the SOUNDER RANGE SETUP soft key to show the SOUNDER RANGE SETUP menu.



Sounder range setup menu

3. Select the range to change and press the EDIT soft key. Available settings are as below. For sounding range, set depth from lowest to highest; a range cannot be higher than its succeeding neighbor.
4. Use the cursor pad to set range desired, then press the RETURN soft key.
5. Press the [MENU] key to finish.

Default ranges

Range 1	Range 2	Range 3	Range 4	Range 5	Range 6	Range 7	Range 8
5 m	10 m	20 m	40 m	80 m	150 m	300 m	1200 m
15 ft	30 ft	60 ft	120 ft	200 ft	400 ft	1000 ft	4000 ft
3 fa	5 fa	10 fa	20 fa	40 fa	80 fa	150 fa	650 fa
3 PB	5 PB	10 PB	30 PB	50 PB	100 PB	200 PB	700 PB

Setting range: 2 m –1200m, 7 ft – 4000 ft, 1 fa – 650 fa, 1 PB – 700 PB

Zoom range and bottom lock ranges

Item	Settings	Default Setting
Zoom Range	2 m – 120 m, 7 ft – 400 ft, 1 fa – 60 fa, 1 PB – 70 PB	10 m, 30 ft, 10 fa, 10 PB
Bottom-lock Range	3 or 6 m, 10 or 20 ft 2 or 3 fa, 2 or 3 PB	6 m, 20 ft, 3 fa, 3 PB

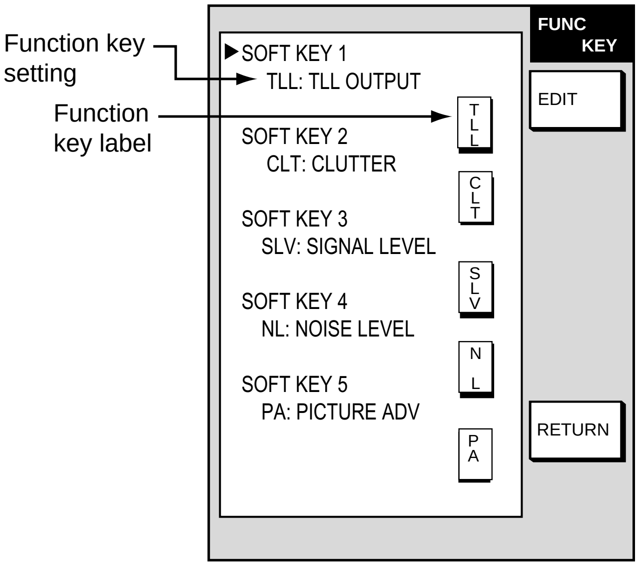
5.9.4 Function key setup

The function keys provide one-touch call up of a desired function. The default sounder function key settings are as shown in the table below.

Function Key	Default Function	Function Key Label
1	Output cursor position	TLL
2	Suppress clutter.	CLT
3	Erase weak signal.	SLV
4	Suppress noise.	NL
5	Set picture advancement speed.	PA

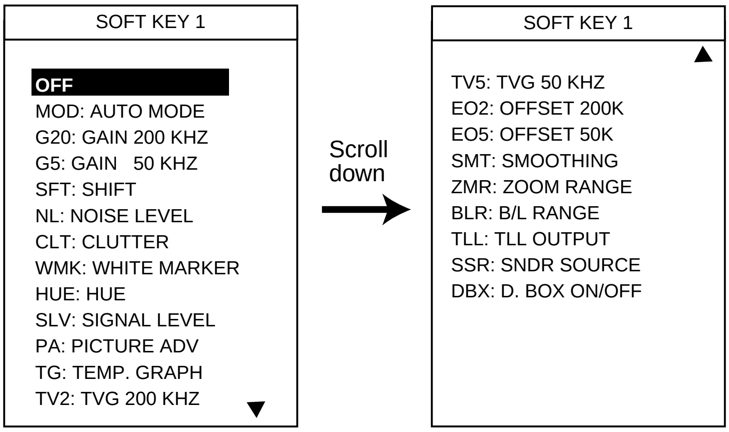
If the above settings are not to your liking you may change them as follows:

1. Show the sounder display.
2. Press the [MENU] key.
3. Press the FUNCTION KEY SETUP soft key.



Sounder function key menu

4. Select the function key you want to program and press the EDIT soft key.



Sounder function key options

5. Select function desired with the cursor pad or [ENTER] knob and press the ENTER soft key or [ENTER] knob to register your selection.
6. Press the ENTER soft key or the [ENTER] knob to register your selection.
7. Press the [MENU] key to close the menu.

Sounder function keys

Menu Item	**Function**	Function Key Label
OFF	Assigns no function.	
MOD: AUTO MODE	Display automatic mode selection window.	MOD
G20: GAIN 200 KHZ	Displays 200 kHz gain adjustment window.	G20
G5: GAIN 50 KHZ	Displays 50 kHz gain adjustment window.	G 5
SFT: SHIFT	Shifts range in manual operation.	SFT
NL: NOISE LIMITER	Suppresses noise.	NL
CLT: CLUTTER	Suppresses clutter.	CLT
WMK: WHITE MARKER	Sets white marker. (color only)	WMK
HUE: HUE	Sets hue (color model only).	HUE
SLV: SIGNAL LEVEL	Erases weak signals.	SLV
PA: PICTURE ADV	Sets picture advance speed.	PA
TG: TEMP. GRAPH	Turns temperature graph on/off.	TG
TV2: TVG 200 KHZ	Sets TVG for 200 kHz.	TV2
TV5: TVG 50 KHZ	Sets TVG for 50 kHz.	TV5
EO2: OFFSET 200K	Offsets echo strength for 200 kHz.	EO2
E05: OFFSET 50K	Offsets echo strength for 500 kHz.	EO5
SMT: SMOOTHING	Sets echo smoothing rate.	SMT
ZMR: ZOOM RANGE	Sets zoom range.	ZMR
BLR: B/L RANGE	Sets bottom-lock range for bottom-lock display.	BLR
TLL: TLL OUTPUT	Outputs current position to plotter. Also inscribes line on sounder and registers position as a waypoint.	TLL
SSR: SNDR SOURCE	Selects source for sounder data. **Do not change this setting.**	SSR
DBX: D. BOX ON/OFF	Turns data boxes on/off.	DBX
CHG: CHANGE CNTRL*	Switches control in combination display.	CHG

*: When selecting CHG on a display, use the same soft key number on all display for CHG.

6. DATA TRANSFER

This chapter provides information for saving and replaying data to and from memory cards, and uploading and downloading data.

6.1 Memory Card Operations

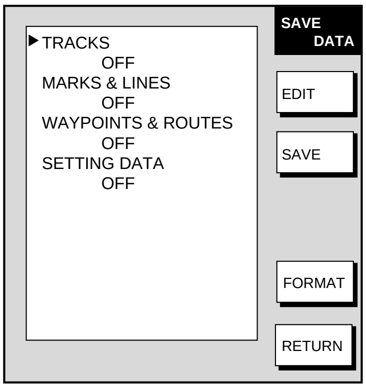
The memory cards function to store data, and the following data can be saved:

- Marks/lines
- Waypoints/routes
- Track
- Setting data

6.1.1 Formatting memory cards

Before you can use a memory card it must be formatted. This prepares the card for use with the system. Note that formatting a memory card erases all saved data.

1. Insert a blank memory card into the card slot.
2. Press the [MENU] key followed by the SYSTEM CONFIGURATION, DATA TRANSFER, UPLOAD/DOWNLOAD DATA and SAVE DATA TO MEMORY CARD soft keys to show the SAVE DATA menu.



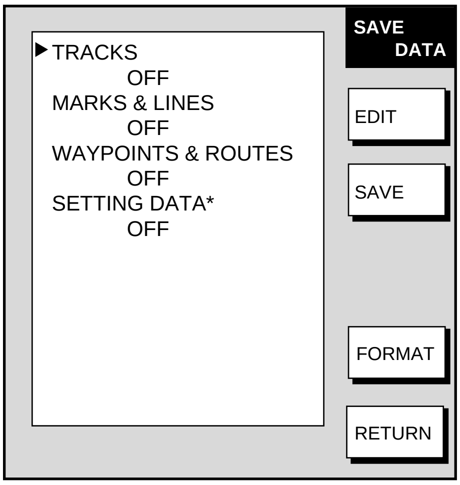
Save data menu

3. Press the FORMAT soft key. You are asked if you are ready to format the memory card.
4. Push the [ENTER] knob to format (or press the [CLEAR] key to escape). “NOW FORMATTING MEMORY CARD” appears. Do not remove the card while it is being formatting. When the formatting is completed, “FORMAT COMPLETED. PUSH ENTER KNOB TO CONTINUE.” appears.
5. Push the [ENTER] knob to continue.

Note: If the memory card was not inserted correctly, the message “FAILED to FORMAT MEMORY CARD.” appears.

6.1.2 Saving data to a memory card

1. Insert a formatted memory card into the slot.
2. Press the [MENU] key followed by the CONFIGURATION, DATA TRANSFER, UPLOAD/DOWNLOAD DATA and SAVE DATA TO MEMORY CARD soft keys to show the SAVE DATA menu.



* = Plotter data only

Save data menu

3. Use the cursor pad to select item to save.
4. Press the EDIT soft key.
5. Use the cursor pad to select ON.
6. Press the ENTER soft key.
7. Repeat steps 3 to 6 to choose other data to save if desired.
8. Press the SAVE soft key. The message “NOW SAVING DATA TO MEMORY CARD. DO NOT TURN OFF THE DISPLAY UNIT UNTIL COMPLETED.” appears.

When saving is completed, “COMPLETED SAVING DATA. PUSH ENTER KNOB TO CONTINUE.” appears. Push the [ENTER] knob to continue.

Memory card messages

Various memory card messages appear to alert you to memory card-related error. These are tabulated below.

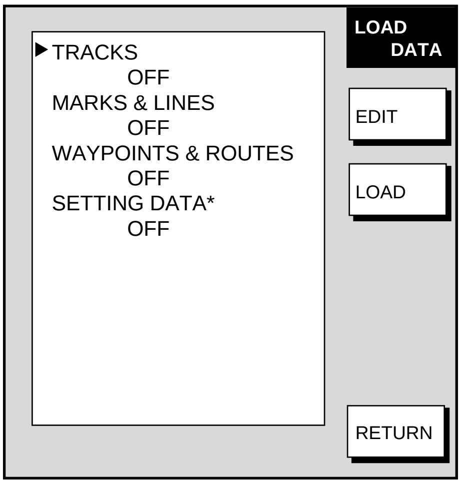
Memory card messages

Message	Reason	Remedy
Memory card is not inserted. Please insert card. Push ENTER knob to continue.	Memory card not inserted.	Push the [ENTER] knob to return to the SAVE DATA display and then insert card.
Memory card is not formatted. Push ENTER knob to continue.	Unformatted memory card.	Push the [ENTER] knob to return to the SAVE DATA display. Format the card referring to page 6-1.
Wrong card is inserted. Please insert correct memory card. Push ENTER knob to continue.	Chart card inserted instead of memory card.	Remove chart, and insert memory card, and then push the [ENTER] knob to continue.
Overwrite data OK? (Track) (Mark) (WPT) (Config)	Data type to be recorded exists on memory card. (Two or more of same type of data cannot be recorded.)	Push the [ENTER] knob to overwrite same data type on the card, or press the [CLEAR] key to escape.

6.1.3 Playing back data from a memory card

Data (track, marks, lines, waypoints, routes and setting data) can be loaded from a memory card and displayed on the screen. This feature is useful for observing past data and setting up the equipment for a specific purpose with “setup data.”

1. Press the [MENU] key followed by the SYSTEM CONFIGURATION and DATA TRANSFER soft keys.
2. Press the UPLOAD/DOWNLOAD DATA soft key.
3. Press the LOAD DATA FROM MEMORY CARD soft key to show the LOAD DATA menu.



* = Plotter data only

Load data menu

4. Use the cursor pad to select item to load.
5. Press the EDIT soft key.
6. Use the trackball to select ON. (Select OFF to not load selected data.) Press the ENTER soft key. If the memory card does not contain the item selected, the buzzer sounds and ON cannot be selected.
7. After you select all items desired, press the LOAD soft key to load data. The message “NOW LOADING DATA FROM MEMORY CARD.” appears.
8. After loading is completed, the message “COMPLETED LOADING DATA. PUSH ENTER KNOB TO CONTINUE.” appears. Push the [ENTER] knob to continue.

Notes on loading data

Tracks: Since loaded track data is added to internal track, oldest track will be entered when the track memory capacity is exceeded.

Waypoints & routes: The loaded data substitutes for previously stored.

Marks & lines: The loaded data is added to internal data. When the mark/line memory becomes full no marks may be entered.

Setting data: The loaded data replaces current configuration settings. If the memory card is ejected while loading or data could not be loaded, push the [ENTER] knob to restart with default settings. Note that track memory capacity is not saved or loaded. To use loaded setting data turn the power off and on again.

6.2 Uploading, Downloading Data

You can upload waypoint and route data from a PC and download like data to a PC, through the DATA 3 port at the rear of the display unit. Note that sounder and radar data cannot be uploaded or downloaded.

6.2.1 Setting communication software on the PC

Set communication software on the PC as follows:

Baud Rate:	4800 bps
Character Length:	8 bits
Stop bit:	1 bit
Parity:	Even
X Control:	XON/XOFF (fixed)

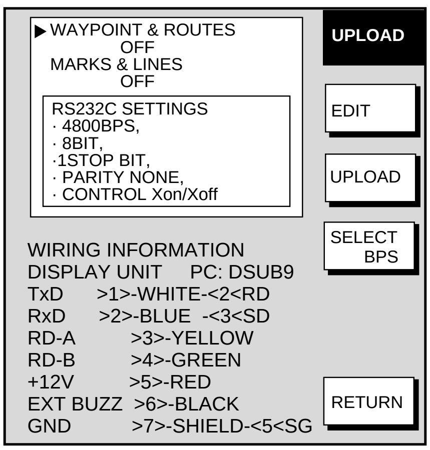
The following data can be downloaded/uploaded between a personal computer and this equipment:

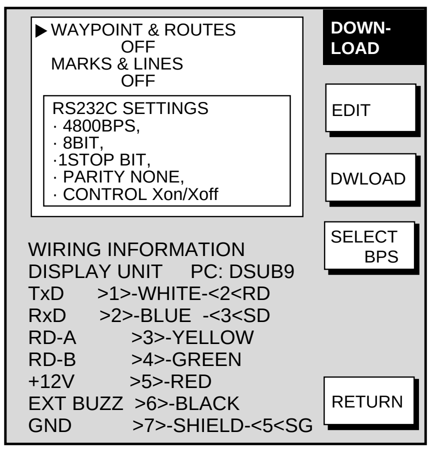
- Waypoint data (In alphanumeric order)
- Route data (In order of route number)
- End of sentence

Note 1: There are two kinds of data for route data: route data and route comment data.
Note 2: Wiring information appears on the UPLOAD or DOWNLOAD menu.

6.2.2 Uploading or downloading data

1. Connect the PC to the equipment.
2. Press the [MENU] key to show the main menu.
3. Press the SYSTEM CONFIGURATION soft key.
4. Press the DATA TRANSFER soft key.
5. Press the UPLOAD/DOWNLOAD DATA soft key.
6. Press the DOWNLOAD WPT/RTE DATA TO PC or UPLOAD WPT/RTE DATA FROM PC soft key.





7. To change the baud rate, press the SELECT BPS soft key.

BAUD RATE

▲
⊙ 4800 bps
○ 9600 bps
○ 19200 bps
▼

Baud rate window

8. Select baud rate and press the ENTER soft key.

Note: Select the speed among 4800, 9600 and 19200 bps.

9. Press the DWLOAD or UPLOAD soft key. You are asked if you are ready to download or upload waypoints and routes.
10. Push the [ENTER] knob to download or upload data.

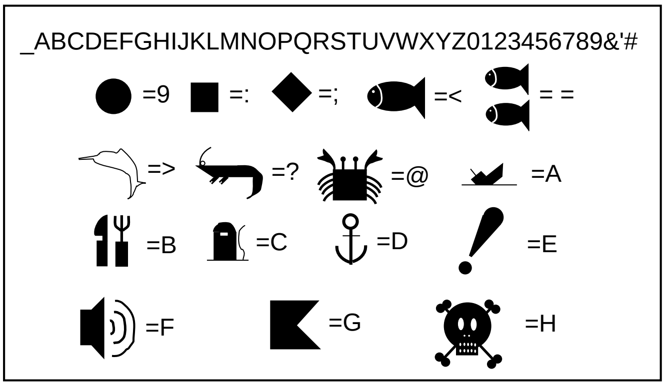
Waypoint data format

```
PFEC, GPwpl, llll.llll, a, yyyyy.yyy, a, c----c, c, c----c, a <CR><LF>
                 1      2      3      4     5    6    7     8
```

Waypoint data format

1: Waypoint latitude
2: N/S
3: Waypoint longitude
4: E/W
5: Waypoint name (Number of characters is fixed to 6 and space code is placed when the number of characters are less than 6.)
6: Waypoint color
7: Waypoint comment (1 byte for mark code + 13 characters of comment.)
   1st byte of mark code: Fixed to “@”.
   2nd byte of mark code: Internal mark code. See Note 1.
8. Information of marking waypoint. Always set to “A”.
   “A”: Displayed
   “V”: Not displayed

Note 1: Following characters can be used for comments:



Characters available for comment

Route data menu

```
$PFEC, GPrtc,  xx, c----c <CR><LF>
               1     2
```

Route data format

1: Number of sentences required for one complete route data (1 to 4). See Note 2.
2: Number of sentences currently used (1 to 4)
3: Message mode (Always set to C)
4: Route No. (001 to 300, 3 digits required)
5 through 12: Waypoint name (Max. 8 names, length of each waypoint name is fixed to 7 byte)

Note 2: A route can may contain 35 waypoints, and the GPRTE sentence for one route data may exceed 80 byte limitation. In this case, route data is divided into several GPRTE sentences (Max. 4 sentences). This value shows the number of sentences the route data has been divided.

Route comment data format

```
$GPRTE, x, x, a, ccc, c----c, c----c, ... , c----c <CR><LF>
        1  2  3   4     5       6             12
```

Route comment format

1: Route No. (01 to 200, 3 digits required)
2: Route comment (Max. 16 characters, variable length)

The same characters of the comment for waypoint comment can be used.

End of sentence

```
$PFEC, GPxfr,  CTL, E <CR><LF>
```

End of sentence

6.3 Loading Waypoint Data from Yeoman

Waypoint data can be loaded from a Yeoman to this equipment. Connect the Yeoman to any DATA port on this equipment and then follow the procedure below.

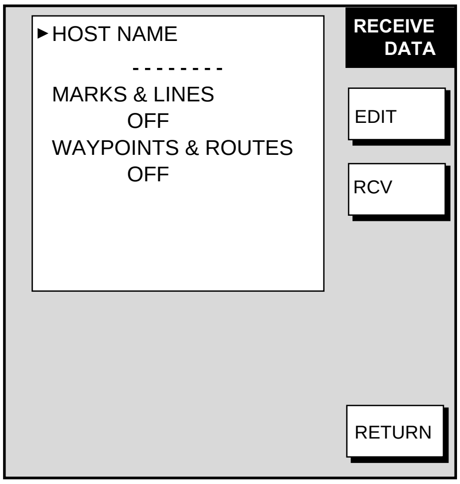
1. Press the [MENU] key.
2. Press the SYSTEM CONFIGURATION key.
3. Press the DATA TRANSFER soft key.
4. Press the RECEIVE YEOMAN DATA soft key.
5. You are asked if you are sure to receive waypoint data from Yeoman equipment. Push the [ENTER] knob to receive the data.

   The message “NOW RECEIVING YEOMAN DATA. PUSH SOFTKEY ‘STOP’ TO STOP RECEIVING.” Is displayed. If waypoint capacity is reached the message “WAYPOINTS FULL. NO MORE WAYPOINT CAN BE RECEIVED. PUSH ANY KEY TO STOP.” appears.
6. To stop receiving, press the STOP soft key.
7. After waypoints have been received, press the [MENU] key to close the menu.

6.4 Receiving Data Via Network Equipment

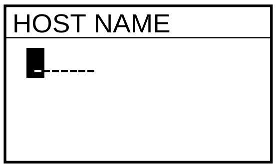
You can receive waypoints, routes, marks and lines from NavNet equipment.

1. Press the [MENU] key.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the DATA TRANSFER soft key.
4. Press the RECEIVE DATA VIA NETWORK soft key.



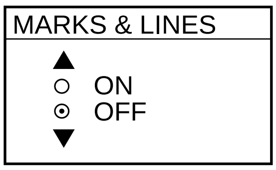
Receive data menu

5. Select HOST NAME and press the EDIT soft key.



Host name window

6. Use the cursor pad and the alphanumeric keys to input host name then push the [ENTER] knob.
7. Select the data you wish to receive and press the EDIT soft key. For example, select MARKS & LINES.



Marks & lines window

8. Select ON or OFF as appropriate and press the ENTER soft key.
9. Turn WAYPOINTS & ROUTES on or off as appropriate.

10. Press the RCV soft key to receive data.

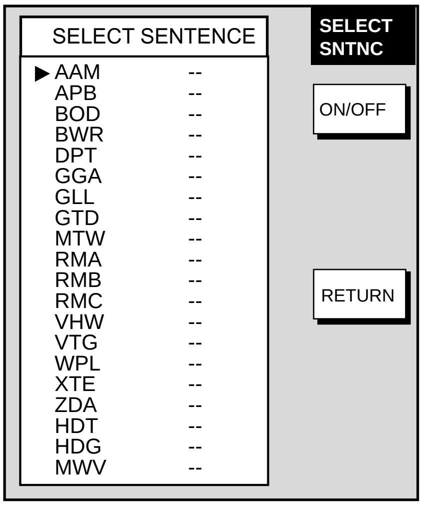
    The message “NOW RECEIVING DATA.” is displayed. IF no data could be found the message “(HOST NAME)’ IS NOT FOUND.” appears.

11. When the transfer is completed, the message “DATA TRANSFER COMPLETED. PUSH ENTER KNOB TO CONTINUE.” appears. Push the [ENTER] knob.
12. Press the [MENU] key to close the menu.

6.5 Outputting Data Through the Network

Follow the procedure below to output data through the network.

1. Press the [MENU] key to open the menu.
2. Press SYSTEM CONFIGURATION, SYSTEM SETUP, PORT SETUP and OUTPUT THROUGH NETWORK soft keys.



Select sentence menu

3. Select sentence with the cursor pad.
4. Press the ON/OFF soft key to turn sentence on or off.
5. Press the RETURN soft key.
6. Press the [MENU] key to close the menu.

7. MAINTENANCE, TROUBLESHOOTING

This chapter provides information necessary for keeping your unit in good working order and remedying simple problems.

⚠ WARNING



Do not open the equipment.

Hazardous voltage which can cause electrical shock exists inside the equipment. Only qualified personnel should work inside the equipment.

7.1 Preventive Maintenance

Regular maintenance is important for optimum performance. A maintenance schedule should be established and should at least include the items below.

Maintenance program

Item	Check point	Remedy
Display unit connectors	Check for tight connection.	Tighten loosened connectors.
LCD	The LCD will, in time, accumulate a coating of dust which tends to dim the picture. Wipe LCD lightly with soft cloth to remove dust.	Do not use chemical cleaners to clean any part of the display unit; they can remove paint and markings.
Ground terminal	Check for tight connection and corrosion.	Clean or replace ground wire as necessary.

7.2 Replacement of Fuse

The fuse on the power cable protects the equipment from reverse polarity of the ship's mains and equipment fault. If the fuse blows, find out the cause before replacing it. Use the correct fuse (10A for 12 V, 5A for 24 V). Using the wrong fuse will damage the equipment and void the warranty.

⚠ CAUTION

Use the proper fuse.

Use of a wrong fuse can cause fire or damage the equipment.

7.3 Replacement of Battery

A battery fitted on a circuit board inside the display unit preserves data when the equipment is turned off, and its life is about three years. When its voltage is low the battery icon (🔋) appears at the top of the display. When the icon appears, contact your dealer to request replacement of the battery.

Parts Name	Type	Code No.
Lithium battery	CR2450-F2 ST2	000-133-495

7.4 Simple Troubleshooting

This section provides simple troubleshooting procedures which the user can follow to restore normal operation. If you cannot restore normal operation do not attempt to check inside the unit. Any trouble should be referred to a qualified technician.

7.4.1 General

General troubleshooting

If...	Then...
you cannot turn on the power	▪ check for blown fuse. ▪ check that the power connector is firmly fastened. ▪ check for corrosion on the power cable connector. ▪ check for damaged power cable. ▪ check battery for proper voltage output (10.8 to 31.2 V).
there is no response when a key is pressed	▪ turn off and on the power. If there still is no response the key may be faulty. Request service.

7.4.2 Radar

Requires a network radar.

Radar troubleshooting

If...	But...	Then...
you pressed the [POWER/BRILL] key and the RADAR TX soft key to show the radar picture	nothing appears on the display	▪ check that the signal cable between the display unit and the antenna is firmly fastened. ▪ Check that radar source is correct.
marks, legends appear	no echo appears	▪ check in the power cable. If it is blown, replace it.
picture not updated or picture freezes	—	▪ check signal cable. ▪ turn the display unit off and on again.
tuning is adjusted	sensitivity is poor	▪ Magnetron may need to be replaced. Contact your dealer.
range changed	radar picture does not change	▪ try to hit the [+] and [-] keys again. ▪ turn the display unit off and on again.
poor discrimination in range	—	▪ adjust A/C SEA. ▪ Check heading and speed data for input.
true motion presentation not working properly	—	▪ reselect true motion mode.
range rings are not displayed	—	▪ Hit the RADAR DISPLY and RINGS soft keys to display them.

7.4.3 Plotter

Requires GPS Receiver GP-310B.

Plotter troubleshooting

If...	Then...
position is not fixed within three minutes	▪ check that antenna connector is firmly fastened. ▪ Check the satellites numbers received, on the GPS status display (GPS SENSOR SETTINGS menu, GPS STATUS key see page 7-11).
position is wrong	▪ check that the correct geodetic chart system is selected, on the GPS SENSOR SETTINGS menu. ▪ enter position offset on the GPS SENSOR SETTINGS menu.
track is not plotted	▪ plotting has been stopped. (“H” icon appears at the top of the display.) Press the TRACK HALT soft key on the TRACKS & MARKS CONTROL menu to start plotting again.
bearing is wrong	▪ check that correct magnetic variation is entered, on the GENERAL SETUP menu.
Loran C (or Decca) TDs do not appear	▪ check that LORAN C (or DECCA) is selected at TD DISPLAY on the GENERAL SETUP menu. Also, check that proper Loran C (Decca) chains codes are entered, on the TD SETUP menu.
Loran C TDs are wrong	▪ enter TD offset on the TD SETUP menu.
ship’s speed indication is not zero after the ship is stopped	▪ try to decrease speed/course smoothing on the GPS SENSOR SETTINGS menu.

7.4.4 Sounder

Requires Network Sounder ETR-6/10N.

Sounder troubleshooting

If...	But...	Then...
If you selected a sounder display with the DISP key	no sounder display appears	▪ check that the signal cable between the network sounder and this equipment is firmly fastened. ▪ check that the network sounder is plugged in. The LED of the network sounder should flash every second. ▪ Check that sounder source is correct.
marks and characters appear	picture does not appear	▪ check for loosened transducer connector.
picture appears	zero line does not appear	▪ the picture is shifted. confirm the shift setting
picture sensitivity is too low	—	▪ check gain setting, if using manual operation. ▪ marine life or air bubbles may be clinging to transducer face. ▪ bottom may be too soft to return a suitable echo.
depth is not displayed	—	▪ adjust gain to display the bottom echo (in reddish brown on the color model), if you are using the manual sounder mode. ▪ correctly display bottom echo on the display, if you are using manual sounder mode.
noise or interference shows on the display	—	▪ check to be sure the transducer cable is not near ship’s engine. ▪ check the ground. ▪ other video sounders of the same frequency as yours may be operating near you.
water temperature graph appears but wrong or no readout	—	▪ check that sensor cable is tightly fastened.

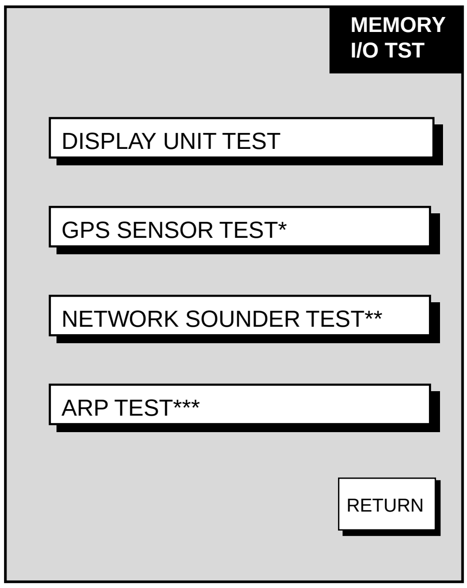
7.5 Diagnostics

This paragraph provides the procedures for testing the equipment for proper operation. Four tests are provided: Memory I/O test, Keyboard test, Remote controller test, and Test pattern.

7.5.1 Memory I/O test

The memory I/O test provides for individual testing of the display unit, GPS receiver GP-310B, network sounder ETR-6/10N and ARP, displaying program number and checking for proper operation.

1. Press the [MENU] key to show the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the MEMORY I/O TEST soft key.



* = Requires GPS Receiver GP-310B.
** = Requires Network Sounder ETR-6/10N.
*** = Requires ARP-equipped Model 1833/1833C series network radar.

Test & memory clear menu

6. Then, press appropriate soft key to start a diagnostic test.

Display unit test

Press the DISPLAY UNIT TEST soft key at the MEMORY I/O TEST menu to test the display unit. The equipment displays program version number, checks devices and shows the number of the chart card inserted in the chart slot (if inserted). Results for device checks are shown as OK or NG (No Good). For any NG, request service. Test connector required to check ports. “- -“ appears when no test connector is no connected. Press the RETURN soft key to return to the MEMORY I/O TEST menu. Chart number shown for C-MAP cards only.

```
PROGRAM No. 03591731XX
ROM1, 2             : OK
ROM3                : OK
SDRAM               : OK
SRAM                : OK
INT. BATTERY        : OK
PORT
  NMEA IN/OUT       : --
  NMEA IN           : --
  RS232             : --
  HEADING           : --
NETWORK             : --
  CHART NUMBER      :
H. PULSE            : OK  }
B. PULSE            : OK  }  No results appear when
                (22.5 rpm) }  "sub" radar selected as
                               radar source.
ON TIME             : 000000.0 h
TX TIME             : 000000.0 h

Machine Status +115
```

XX = Program Version No.

Display unit test results (ex. MODEL1722C series)

GPS sensor test

Press the GPS SENSOR TEST soft key at the MEMORY I/O TEST menu to test the GPS Receiver GP-310B. The equipment displays GPS receiver program version number, and checks the GPS receiver for proper operation, displaying OK or NG (No Good) as the result. For any NG, request service. Press the RETURN soft key to return to the MEMORY I/O TEST menu.

```
PROGRAM No. 4850218XX
GPS UNIT    : OK




Machine Status + 115
```

XX = Program Version No.

GPS receiver test results

Network sounder (ETR-6/10N) test

Press the NETWORK SOUNDER TEST soft key at the MEMORY I/O TEST menu to test the Network Sounder ETR-6/10N. The equipment displays network sounder program version number, checks the ROM and RAM, and displays water temperature (appropriate sensor required) and depth. The results of the ROM and RAM check are shown as OK or NG (No Good). For NG request service. Press the RETURN soft key to return to the MEMORY I/O TEST menu.

```
PROGRAM No. 02523060XX
ROM              : OK
RAM              : OK
TEMPERATURE
            : 77°F
DEPTH
            : 4000ft
Machine Status +115
```

XX = Program Version No.

Network sounder test results

ARP test (Requires ARP-equipped Model 1833/1833C series network radar)

The ARPA test is mainly provided for the service technician. Press the ARP TEST soft key at the MEMORY I/O TEST menu to test the ARP. The results of the ROM and RAM check are shown as OK or NG (No Good). For NG request service. Press the RETURN soft key to return to the MEMORY I/O TEST menu.

```
PROGRAM No. 18590271XX
ARP ROM          : OK
ARP RAM          : OK
SPEED            : OK 12.3kt

COURSE           : OK 359.9°

TRIGGER          : OK
VIDEO            : OK
BEARING PULSE    : OK
HEADING PULSE    : OK
MINIMUM HIT      : 0003
SCAN-TIME        : 0250
MANUAL ACQ       : 00
AUTO ACQ         : 00
FE-DATA1         : 000
FE-DATA2         : 000

Machine Status +115
```

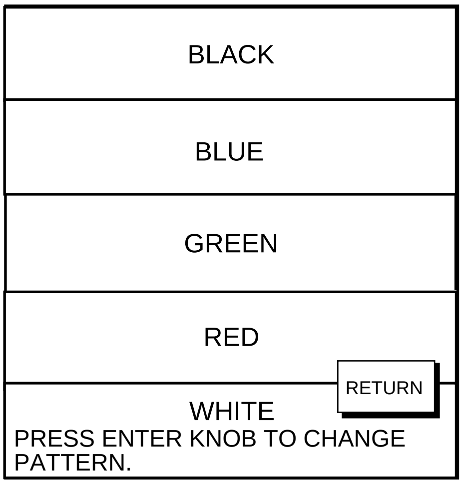
XX = Program Version No.

ARP test results

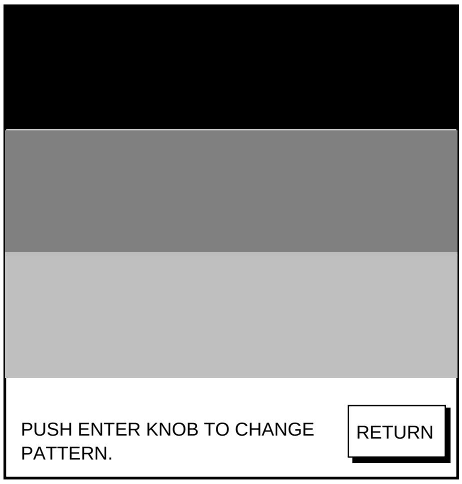
7.5.2 Test pattern

The test pattern test checks the display for proper display of colors (MODEL1722C series) or tones (MODEL1722 series).

1. Press the [MENU] key to show the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the TEST PATTERN soft key to show test pattern.



MODEL1722C series



MODEL1722 series

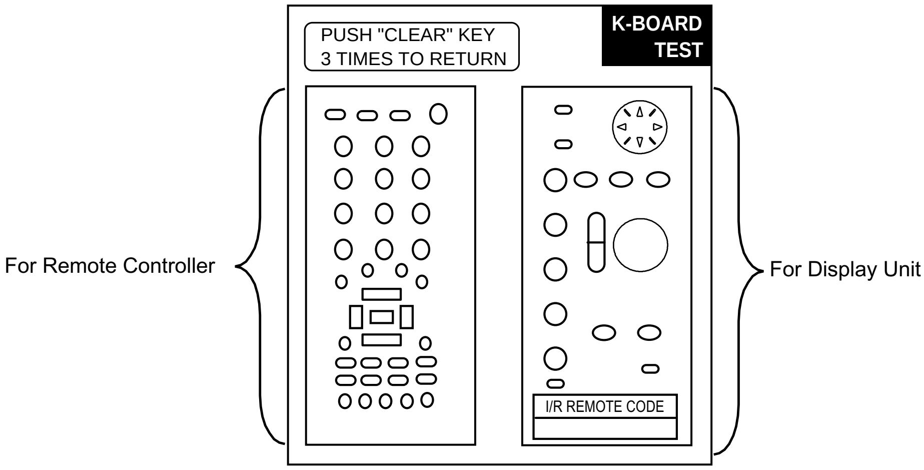
Test patterns

6. **For the MODEL1722C series,** push the [ENTER] knob consecutively to show white, red, green, blue and black colors.
7. Press the RETURN soft key.
8. Press the [MENU] key to close the menu.

7.5.3 Keyboard, remote controller test

The keyboard test checks the controls on the display unit and remote controller for proper operation.

1. Press the [MENU] key to show the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the KEYBOARD & REMOTE TEST soft key.



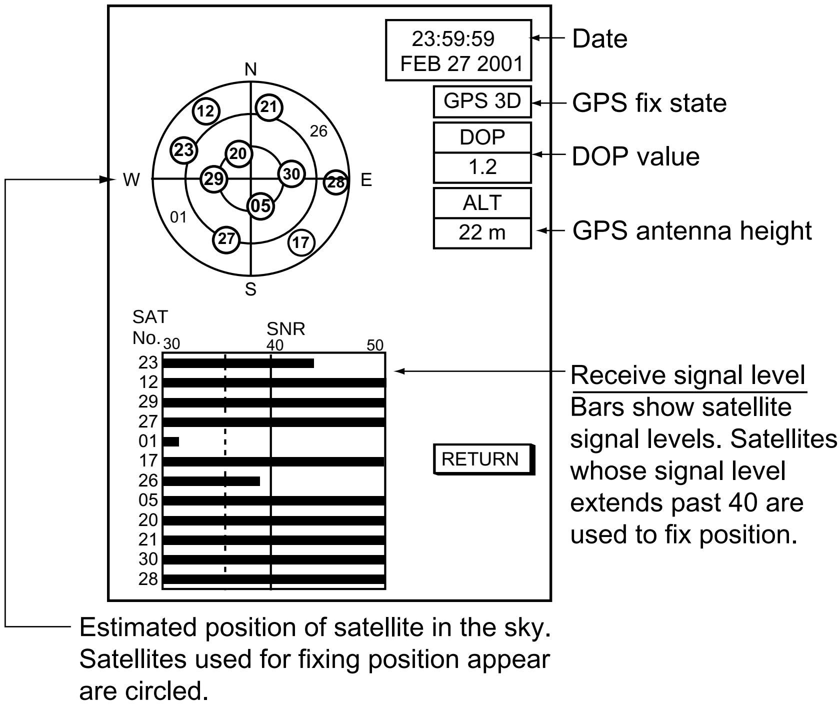
Screen for testing keyboard, remote controller

6. Operate each control on the keyboard and remote controller one by one. A key is functioning properly if its on-screen location “fills” in black (color model) or green (monochrome model) when the key is pressed. For the [ENTER] knob, rotate it to show X-Y position; push it to confirm function.
7. Press the [CLEAR] key on the display unit three times to escape from the test.
8. Press the [MENU] key to close the menu.

7.6 GPS Status Display

The GPS status display provides data about the GPS satellites, and is available with connection of the GPS Receiver GP-310B or a GPS navigator outputting the data sentence GSA or GSV.

1. Press the [MENU] key.
2. Press SYSTEM CONFIGURATION, NAV OPTION and GPS SENSOR SETTINGS soft keys to display the GPS SENSOR SETTINGS menu.
3. Press the GPS STATUS soft key.



GPS status display

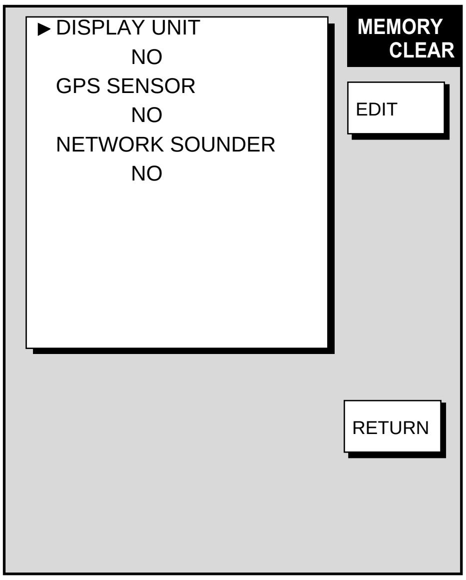
4. Press the RETURN soft key followed by the [MENU] key to finish.

7.7 Clearing Memories

Your equipment has a memory for each of the plotter, radar and sounder sections. These memories can be cleared to restore the unit to default settings.

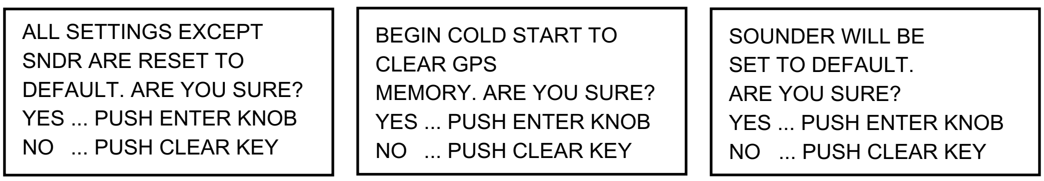
The following data are not cleared: Heading adjustment, timing adjustment, MBS level, tuning point, tuning indication (short, medium, long), video level, dead sector, antenna height, STC curve, antenna type, on time, TX time.

1. Press the [MENU] key to open the menu.
2. Press the SYSTEM CONFIGURATION soft key.
3. Press the SYSTEM SETUP soft key.
4. Press the TEST & CLEAR soft key.
5. Press the MEMORY CLEAR soft key.



Memory clear menu

6. Use the cursor pad to choose the memory to clear.
7. Press the EDIT soft key.
8. Use the cursor pad to select YES and press the ENTER soft key. One of the following displays appear depending on the selection made at step 6.



Display Unit Clear | GPS Receiver Clear | Network Sounder Clear

Windows for clearing memory

9. Push the [ENTER] knob to clear memory selected.
10. Press the MENU key to close the menu.
11. Turn the power off, and on again.

7.8 Error Messages

In addition to alarm message your equipment also displays equipment status menus.

Equipment status error messages

Error Message	Meaning	Remedy
Connection with the ETR was cut.	Network sounder disconnected.	• Check that display unit where the sounder is connected is turned on. • Check network sounder's cabling.
Connection with the RADAR was cut.	Radar disconnected.	• Check that display unit where the radar is connected is turned on. • Check antenna cable.
Low Voltage! Internal Battery	Voltage of battery on circuit board in display unit is low.	Have a qualified technician replace the battery.
No bearing pulse detected.	No bearing pulse from radar antenna.	Check antenna cable.
No GPS fix!	GPS navigator is turned off or no GPS position data.	Check GPS navigator.
No heading pulse detected.	No heading pulse	Check heading sensor.

APPENDIX

Menu Overview

MENU key

Radar

[MENU] Key

- RADAR DISPLAY SETUP
  - EBL REFERENCE (TRUE, ***RELATIVE***)
  - CURSOR POSITION (LAT/LON, TD, ***RNG&BRG-REL***, RNG&BRG-TRU)
  - TUNING (***AUTO***, MAN)
  - TX SECTOR BLANKING (ON (FROM SECTOR), ***OFF***)
  - NOISE REJECTION (***OFF,*** LOW, HIGH)
  - BACKGROUND COLOR (***BLACK/GREEN***, BLACK/RED, BLUE/WHITE, DK BLUE/WHITE, WHITE/GREEN)*
  - ECHO COLOR (YELLOW, ***GREEN***, MULTI-COLOR)*
  - WATCHMAN TIME (***5***, 10, 20 minutes)
  - RANGE UNIT (***nm***, km, sm)
  - DATA BOX soft key (Same items as on plotter menu.)
- RADAR RANGE SETUP
  - nm & sm range (0.125/0.25/0.5/0.75/1/1.5/2/3/4/6/8/12/16/24/36/48/64)
  - km range (0.25/0.5/0.75/1/1.5/2/3/4/6/8/12/16/24/36/48/64)
- ARP SETUP (Requires ARP circuit board in network radar 1833/1833C series.)
  - ARP TARGET INFO (INTERNAL ARPA, ***EXTERNAL ARP,*** OFF)
  - CANCEL ALL TARGETS (YES, ***NO***)
  - ARP VECTOR MODE (RELATIVE, ***TRUE***)
  - ARP VECTOR TIME (30seconds, 1, 3, 6, 15, ***30minutes***)
  - HISTORY INTERVAL (***OFF***, 30sec; 1, 3, 6 minutes)
  - CPA (***OFF***, 0.5, 1, 2, 3, 5, 6nm)
  - TCPA (***30seconds,*** 1, 2, 3, 4, 5, 6, 12minutes)
  - AUTO ACQUISITION AREA (ON, ***OFF***)
  - TARGET ID NUMBER (ON, ***OFF***)
- FUNCTION KEY SETUP*
  - SOFTKEY 1 - SOFTKEY 5 (OFF, HDG LINE OFF, MODE, GAIN, A/C SEA, A/C RAIN, FTC, ECHO STRETCH, PULSE LENGTH, ZOOM, OFFCENTER, ECHO TRAIL, RINGS ON/OFF, TLL OUTPUT, GUARD ALARM, EBL, VRM, TTM ON/OFF, WPT ON/OFF, WATCHMAN, ACQUISITION, STBY/TX, RADAR SOURCE, DATA BOX ON/OFF, CHANGE CNTRL Assigns function of each radar function key.)
- SYSTEM CONFIGURATION (See page AP-6.)

* = MODEL1722C series only.

* Default settings for function keys:
SOFTKEY 1, HDG LINE OFF; SOFTKEY 2, RANGE; SOFTKEY 3, ECHO TRAIL;
SOFTKEY 4, OFFCENTER, SOFTKEY 5, RADAR SOURCE

Plotter

* = Denotes MODEL1722C series only.

- MENU Key
  - CHART SETUP
    - CHART OFFSET (offsets chart position.)
    - TRACKS & MARKS CONTROL
      - OWN SHIP TRACK DISP (***ON***, OFF)
      - OWN SHIP TRACK COLOR (***RED***, YEL, GRN, L-BLU, PPL, BLU, WHT)*
      - TARGET TRACK DISPLAY (***ON***, OFF)
      - TARGET TRACK COLOR (RED, YEL, GRN, L-BLU, PPL, BLU, ***WHT***)*
      - INTERVAL (***TIME***, DISTANCE)
      - TIME INTERVAL (0 - 99m59s, ***0m 10s***)
      - DISTANCE INTERVAL (0 - 99.99nm/km/sm, ***0.1nm***)
      - MEMORY (TRACK & MARK) (***2000/8000 pts***)
    - CHART DETAILS (FURUNO, NavCharts™)
      - LAT LON GRID (***ON***, OFF) (RED, YEL, ***GRN***, L-BLU, PPL, BLU, WHT)*
      - TEXT INFORMATION (***ON***, OFF)
      - WAYPOINTS (***LARGE***, SMALL, OFF)
      - WAYPOINT NAMES (***ON***, OFF)
      - CHART BORDER LINES (***ON***, OFF)
      - LANDMASS (***BRIGHT***, DIM, OFF) (RED, ***YEL***, GRN, L-BLU, PPL, WHT)*
      - BACKGROUND (WHITE, ***BLACK***)*
      - NAVAIDS (***ON***, OFF)
      - LIGHT SECTOR INFO (***ON***, OFF)
      - OTHER SYMBOLS (***ON***, OFF) (RED, YEL, GRN, L-BLU, PPL, ***WHT***)*
      - MARKS SIZE (***LARGE***, SMALL)
      - CNTOUR LINE soft key
        - DEPTH < 10m (***ON***, OFF, ***Red****)
        - DEPTH = 10m (***ON***, OFF, ***Yellow****)
        - DEPTH > 10m (***ON***, OFF, ***Light blue****)
        - DEPTH INFORMATION (***ON***, OFF, ***Red****)

* Colors: Red, Yellow, Green, Light-blue, Purple, Blue, White

(1) (2)

1 2 (Continued from previous page)

- CHART DETAILS (C-MAP chart)
  - Page 1
    - WAYPOINTS (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - WAYPOINT NAME (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - LAT/LON GRID (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - CHART BORDER LINE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - BACKGROUND (WHITE, ***BLACK***)*
    - PORTS & SERVICE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - ATTENTION AREA (***PLOTTER/OVERLAY***, PLOTTER, PLOTTER/CONTOUR, OFF)*
    - NAV LANE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - LIGHT(***PLOTTER/OVERLAY***, PLOTTER, PLOT/NO SECTOR, OFF)*
    - BUOY & BEACON (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - SIGNAL (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
  - Page 2
    - CARTOGRAPHIC OBJECT (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - PLACE NAME (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - COMPASS (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - TIDE AND CURRENT (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - NATURAL FEATURE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - RIVER & LAKE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - CULTURAL FEATURE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - LANDMARK (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - CHART GENERATION (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - NEW OBJECT (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - COMPLEX OBJECT ICON (SINGLE, ***MULTIPLE***)
    - INFORMATION LEVEL (***BASIC***, DETAILED
  - DEPTH INFO soft key
    - BATHYMETRIC LINE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - SPOT SOUNDING (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - BOTTOM TYPE (***PLOTTER/OVERLAY***, PLOTTER, OFF)*
    - DEPTH AREA LIMIT (0-99999ft, ***20, 164 ft***)
    - BATHYMETRIC RANGE (0-99999 ft, ***33 ft***)

* = Denotes MODEL1722C series only.
For MODEL 1722 series, ON and OFF.

- PLOTTER SETUP
  - WAYPOINTS SWITCHING (PERPENDICULAR, ***ARRVL ALM CRCL***, MANUAL)
  - COURSE VECTOR (VECTOR, ***LINE***, OFF)
  - SET GOTO METHOD (***1POINT***, 35POINTS, 35PTS/PORT SVC)

1

(1)

- WAYPOINTS/ ROUTES
  - WAYPOINTS
    - LOCAL LIST
    - ALPHANUMERIC LIST
    - WAYPOINT BY CURSOR
    - WAYPOINT BY RNG & BRG
  - ROUTES
    - GO TO soft key
    - NEW ROUTE soft key
    - EDIT ROUTE soft key
    - ERASE ROUTE soft key
  - LOG
    - RESTART soft key
    - RVRSE soft key
    - SPEED soft key
    - COORD TYPE soft key
  - CREATE VOYAGE-BASED ROUTE
    - NEW soft key
    - SELECT ROUTE soft key
      (BCKTRK TIME, BCKTRK DIST, MANUAL)
- FUNCTION KEY SETUP*
  - SOFTKEY 1 - SOFTKEY 5
    (OFF, ADD NEW WPT, MOVE WPT, RULER, GO TO WPT, GO TO ROUTE, EDIT MK/LINE, TRACK ON/OFF, TTM ON/OFF, DEL TGT TRACK, ALPHA LIST, LOCAL LIST, ROUTE LIST, DATA BOX ON/OFF, CHANGE CNTRL)
    (Assigns function of each plotter function key.)

  * Defaut settings for function keys:
  SOFTKEY 1, TRACK ON/OFF; SOFTKEY 2, EDIT MARK/LINE:
  SOFTKEY 3, RULER; SOFTKEY 4, ADD NEW WPT;
  SOFTKEY 5, ALPHA LIST
- SYSTEM CONFIGURATION (See page AP-6.)

Sounder

MENU Key

- SOUNDER SETUP
  - NOISE LIMITER (***OFF***, LOW, MEDIUM, HIGH)
  - CLUTTER (0 - 16(***9***), ***AUTO***)
  - WHITE MARKER (***OFF***, 1-8 (8-color), 1-16 (16 color))*
  - ZOOM MARKER (***ON***, OFF)
  - HUE (1-9, ***1***)*
  - SIGNAL LEVEL (***OFF***, SL1, SL2, SL3, SL4, SL5, SL6)
  - PICTURE ADVANCE (2/1, ***1/1***, 1/2, 1/4, 1/8, 1/16, STOP)
  - TEMPERATURE GRAPH (ON, ***OFF***)
  - SPD SENSING PIC ADV (ON, ***OFF***)
  - D. BOX soft key (Same items as on plotter menu.)

* = MODEL1722C series only

SL1-SL2: Monochrome
SL1-SL3: 8 color
SL1-SL6: 16 color

- SOUNDER SYSTEM SETUP
  - FISH ALARM LEVEL (HIGH, ***MEDIUM***, LOW)
  - TRANSMISSION (***ON***, OFF)
  - TVG 200kHz (0 - 9, ***3***)
  - TVG 50kHz (0 - 9, ***3***)
  - ECHO OFFSET 200kHz (-50 - +50, ***0***)
  - ECHO OFFSET 50kHz (-50 - +50, ***0***)
  - BOTTOM LEVEL 200kHz (-100 - +100, ***0***)
  - BOTTOM LEVEL 50kHz (-100 - +100, ***0***)
  - KP PULSE (***INTERNAL***, EXTERNAL)
  - SMOOTHING (OFF, SM1-SM4, ***SM3***)
  - TLL OUTPUT (***ON***, OFF)
  - SENSOR SETUP soft key
    - SPEED CALIBRATION (-50 - +50%, ***0%***)
    - TEMP. CALIBRATION (20 - +20 C/-40 - +40 F, ***0*** F)
    - DEPTH CALIBRATION (-15 - +60m/-15 - +90ft/-15 - +30fa/-15 - +30PB, ***0***)
    - ACSTC SPD CALIBRATION (-500 - +500m/s, ***+0m/s***)
- SOUNDER RANGE SETUP
  - RANGE 1 - RANGE 8*
  - ZOOM RANGE (2-120 m, ***10 m***; 7-400 ft, ***30 ft***; 1-60 fa, **10 *fa***; 1-70 PB, **10 *PB***)
  - BOTTOM LOCK RANGE (3 m/***6 m***; 10 ft/***20 ft***; 2 fa/***3 fa***; 2 PB/***3 PB***)
- FUNCTION KEY SETUP#
  - SOFTKEY 1- SOFTKEY 5
    (MODE, GAIN 200KHz, GAIN 50KHz, SHIFT, NOISE LIMITER, CLUTTER, WHITE MARKER, HUE, SIGNAL LEVEL, PICTURE ADV, TEMP. GRAPH, TVG 200KHz, TVG 50KHz, OFFSET 200KHz, OFFSET 50KHz, SMOOTHING, ZOOM RANGE, B/L RANGE, TLL OUTPUT, SNDR SOURCE, D. BOX ON/OFF, CHANGE CNTRL)
    (Assign function of echo sounder function key.)
- SYSTEM CONFIGURATION (See page AP-6.)

* = Default sounder ranges

Range 1	Range 2	Range 3	***Range 4***	Range 5	Range 6	Range 7	Range 8
5 m	10 m	20 m	40 m	80 m	150 m	300 m	1200 m
15 ft	30 ft	60 ft	120 ft	200 ft	400 ft	1000 ft	4000 ft
3 fa	5 fa	10 fa	20 fa	40 fa	80 fa	150 fa	650 fa
3 PB	5 PB	10 PB	30 PB	50 PB	100 PB	200 PB	700 PB

Default settings for function keys:
SOFTKEY 1, TLL OUTPUT; SOFTKEY 2, CLUTTER; SOFTKEY 3, SIGNAL LEVEL:
SOFTKEY 4, NOISE LIMITER, SOFTKEY 5, PICTURE ADV

System configuration

- MENU key
  - SYSTEM CONFIGURATION
    - GENERAL SETUP
      - Page 1
        - KEY BEEP (***ON***, OFF)
        - LANGUAGE (***ENGLISH***, others)
        - RANGE UNIT (***nm, kt;*** km, km/h; sm, mph; nm&yd, kt; nm&m, kt; km&m, km/h; sm&yd, mph)
        - TEMPERATURE UNIT (°C, °***F***)
        - DEPTH UNIT (m, ft, fa, PB)
        - TEMPERATURE SOURCE (ETR, ***NMEA***)
        - DEPTH SOURCE (ETR, ***NMEA***)
        - RESET TRIP LOG (Yes, ***NO***)
        - LAT/LON DISPLAY (DD° MM. MM , DD° MM. MMM ***DD° MM. MMMM*** DD° MM SS.S)
      - Page 2
        - TD DISPLAY (***LORAN C***, DECCA)
        - SPEED (***SOG***, STW)
        - POSITION DISPLAY (***LAT/LON***, TD)
        - TIME DISPLAY (12 HOURS, ***24 HOURS***)
        - INFRARED REMOTE MODE (A, ***B***, C, D)
        - RANGE & BEARING MODE (GREAT CIRCLE, ***RHUMB LINE***)
        - BEARING READOUT (TRUE, ***MAGNETIC***)
        - MAGNETIC VARIATION (***AUTO,*** MANUAL 07.0°W)
        - DISPLAY MODE (***DAY***, NIGHT)*

    * = MODEL1722 series only.
    - NAV OPTION
      - NAV SOURCE SETTING
        - POSITION SOURCE (FURUNO BB GPS, GP, LC, ***ALL***)
        - SPEED AVERAGING (0-9999 sec, ***0060 sec***)
        - LOCAL TIME OFFSET (-13-+13:30 hr, +***0:00***)
        - TEMP CALIBRATION (-40°F - +40°F, ***0°F***)
        - DEPTH CALIBRATION (-15 - +90 ft, ***0 ft***)

(3) (4)

3

4

- GPS SENSOR SETTINGS
  - LOCAL TIME OFFSET (-13:00-+13:30, +***0:00***)
  - GEODETIC DATUM (***WGS-84***, WGS-72, OTHER)
  - POSITION SMOOTHING (0 - 999 sec, ***0 sec***)
  - SPD/CSE SMOOTHING (0 - 999 sec ***5 sec***)
  - GPS SPEED AVERAGING (0 - 9999 sec, ***60 sec***)
  - LATITUDE OFFSET (0 - 9.9999 , ***0 N***)
  - LONGITUDE OFFSET (0 - 9.9999, ***0 E)***
  - DISABLE SATELLITE (Max. 3)
  - LATITUDE (45° 35.000' N)
  - LONGITUDE (125° 00.000'' W)
  - ANTENNA HEIGHT (0 - 999m, ***5 m***)
  - GPS FIX MODE (2D, ***2D/3D***,)
  - COLD START (YES, ***NO***)
  - GPS STATUS soft key (Displays status of GPS satellites.)
- TD SETUP
  - GRI (***9940: 11-27*** (US west coast))
  - CORRECTION 1 (-999.9-+9999.9 μs, ***0*** μ***s***)
  - CORRECTION 2 (-999.9-+9999.9 μs, ***0*** μ***s***)
  - CHAIN (01: R-G (South Baltic))
  - CORRECTION 1 (-999.9-+9999.9 lane, ***0 lane***)
  - CORRECTION 2 (-999.9-+9999.9 lane, ***0 lane***)

3

(3)

- SYSTEM SETUP
  - PORT SETUP
    - GPS/NMEA PORT (DATA 1)
      - FURUNO GPS SENSOR (YES, ***NO***)
      - OUTPUT FORMAT (NMEA0183 Ver.1.5, ***2.0***)
      - LAT/LON FORMAT (DD MM. MM / ***DD MM. MMM*** / DD MM. MMMM)
      - OUTPUT DESTINATION (YES, ***NO***)
      - SELECT SNTNC (soft key) *1
    - PC/NMEA EXT. BUZZ PORT (DATA 3)
      - NMEA OUTPUT FORMAT (NMEA Ver.1.5, ***2.0***)
      - BAUD RATE (***4800***, 9600, 19200 (bps))
      - BIT LENGTH (7bits, ***8bits***)
      - STOP BIT (***1 bit***, 2 bits)
      - PARITY (EVEN, ODD, ***NONE***)
      - SELECT SNTNC (soft key) *2

(3) (5) (6)

*1 = AAM, ***APB***, BOD, ***BWR/BWC*** #1, ***DPT/DBT*** #2, GGA, ***GLL***, GTD, MTW, RMA, ***RMB***, ***RMC***, VHW, ***VTG***, WPL, XTE, ***ZDA***, HDT, HDG, MWV

#1 = BWR with rhumb line; BWC with great circle

#2 = DPT with NMEA 0183 Ver 2.0; DBT with NMEA 0183 Ver 1.5.

*2 = AAM, APB, BOD, BWR/BWC, DPT/DBT, GGA, GLL, GTD, MTW, RMA, RMB, RMC, VHW, VTG, WPL, XTE, ZDA, HDT, HDG, MWV

3 5 6

- OUTPUT THROUGH NETWORK
  - AAM, APB, BOD, BWR, DBT, DPT, GGA, GLL, GTD, MTW, RMA, RMB, RMC, VHW, VTG, WPL, XTE, ZDA, HDT, HDG, MWV
  - Chooses data sentences to output to NavNet equipment.

- TEST & CLEAR
  - MEMORY I/O TEST
    - DISPLAY UNIT TEST
    - GPS SENSOR TEST* NETWORK
    - NETWORK SOUNDER TEST**
    - ARP TEST***
  - KEY BOARD & REMOTE TEST (Tests keyboard and remote controller.)
  - TEST PATTERN (Displays test pattern.)
  - MEMORY CLEAR
    - DISPLAY UNIT (Yes, ***No***)
    - GPS SENSOR (Yes, ***No***)
    - NETWORK SOUNDER (Yes, ***No***)
- HOT PAGE & NAV DATA DISPLAY SETUP
  - HOT PAGE SETUP (Sets up hot pages 1-5.)
  - NAV DATA DISPLAY SETUP (Configures nav data displays.)
- SIMULATION SETUP
  - RADAR (SIMULATION 1, SIMULATION 2, ***LIVE***)
  - PLOTTER (SIMULATION, ***LIVE***)
  - SOUNDER (SIMULATION 1, SIMULATION 2, ***LIVE***)
  - SPEED (0.0-99 kt, ***0 kt***)
  - COURSE (8 Figure, ***Direction*** 0.0-359.9°, ***0.0***°)
  - LATITUDE (85°0.0’N-85°0.0’ , ***45***°***35.0’N***)
  - LONGITUDE (180°0.0’E-180°0.0’W, ***125***°***00.000’ W***)
  - START DATE & TIME (***00:00 01. APR. 00***)
  - RADAR SIMULATION DATA (YES, ***NO***)

3

* = Requires GPS Receiver GP-310B
** = Requires Network Sounder ETR-6/10N
*** = Requires ARP-equipped MODEL1833/1833C series network radar.)

(3)

- DATA TRANSFER
  - UPLOAD/ DOWNLOAD DATA
    - DOWNLOAD WPT/ROUTE TO PC (WAYPOINTS & ROUTES ON, ***OFF***, MARKS & LINES ON, ***OFF***)
    - UPLOAD WPT/ROUTE FROM PC (WAYPOINTS & ROUTES ON, ***OFF***, MARKS & LINES ON, ***OFF***)
    - SAVE DATA TO MEMORY CARD (TRACKS ON, ***OFF*** , MARKS & LINES ON, ***OFF***, WAYPOINTS & ROUTES ON, ***OFF***, SETTING DATA ON, ***OFF***)
    - LOAD DATA IN MEMORY CARD (TRACK ON, ***OFF***, MARKS & LINES ON, ***OFF***, WAYPOINTS & ROUTES ON, ***OFF***, SETTING DATA ON, ***OFF***)
  - RECEIVE YEOMAN DATA (Receives waypoint data from Yeoman.)
  - RECEIVE DATA VIA NETWORK
    - HOST NAME (***PLOT1***)
    - MARKS & LINES (ON, ***OFF***)
    - WAYPOINTS & ROUTES (ON, ***OFF***)

ALARM key

Plotter Alarms

- ALARM key
  - AUDIO ALARM (INT & EXT BUZZ, ***INTERNAL BUZZ***, OFF)
  - ARRIVAL ALARM (ON, ***OFF***, ***default range: 0.010 nm(km/sm)***)
  - ANCHOR WATCH ALARM (ON, ***OFF***, ***default range: 0.010 nm(km/sm)***)
  - PROXIMITY ALARM (ON, ***OFF***)
  - XTE ALARM (ON, ***OFF***, ***default range: 0.050 nm(km/sm)***)
  - SPEED ALARM (WITHIN, UNDER/OVER, ***OFF***)
  - TRIP ALARM (ON, ***OFF***)
  - BOTTOM ALARM (ON, ***OFF***)
  - TEMPERATURE ALARM (WITHIN RANGE, OUT OF RANGE, ***OFF***)
  - NEXT INFO (Shows which alarms have been violated.)
  - CLEAR ALARM (Acknowledges violated alarm.)

Sounder Alarms

- ALARM key
  - AUDIO ALARM (INT & EXT BUZZ, ***INTERNAL BUZZ***, OFF)
  - BOTTOM ALARM (ON, ***OFF***)
  - TEMPERATURE ALARM (WITHIN, OUT OF RANGE, ***OFF***)
  - FISH ALARM (ON, ***OFF***)
  - FISH ALARM (B/L) (ON, ***OFF***)
  - NEXT INFO (Shows which alarms have been violated.)
  - CLEAR ALARM (Acknowledges violated alarm.)

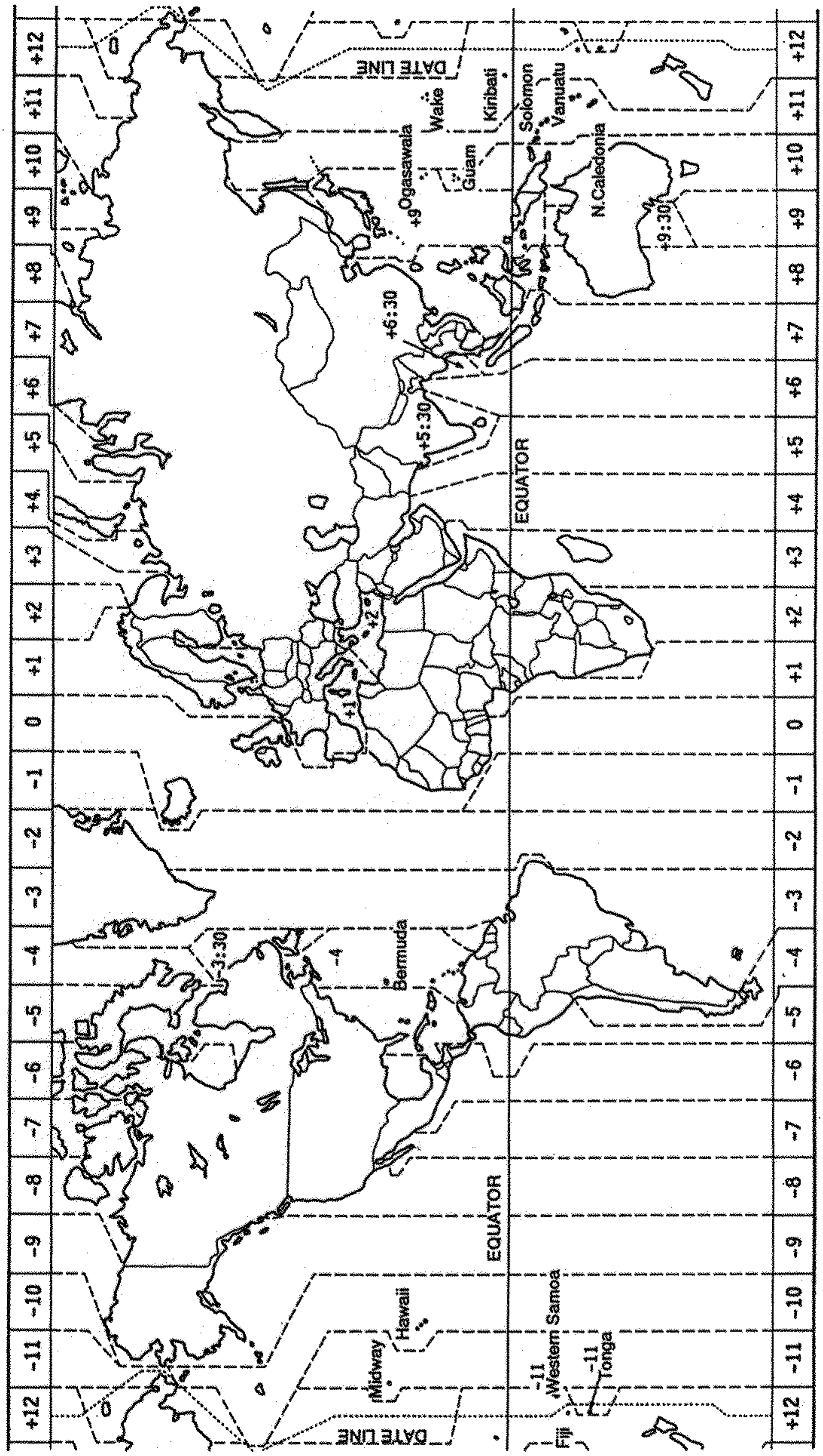
Radar Alarm

- ALARM key
  - SET GUARD 1 (ERASE GUARD 1)
  - SET GUARD 2 (ERASE GUARD 2)

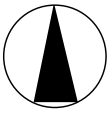
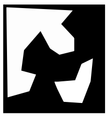
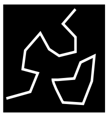
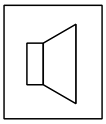
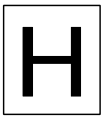
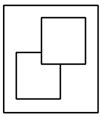
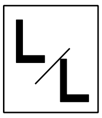
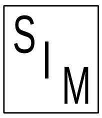
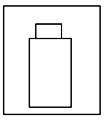
Geodetic Chart List

001: WGS84
002: WGS72
003: TOKYO : Mean Value (Japan, Korea, and Okinawa)
004: NORTH AMERICAN 1927 : Mean Value (CONUS)
005: EUROPEAN 1950 : Mean Value
006: AUSTRALIAN GEODETIC 1984 : Australia and Tasmania Island
007: ADINDAN : Mean Value (Ethiopia and Sudan)
008: : Ethiopia
009: : Mall
010: : Senegal
011: : Sudan
012: AFG : Somalia
013: AIN EL ABD 1970 : Bahrain Island
014: ANNA 1 ASTRO 1965 : Cocos Island
015: ARC 1950 : Mean Value
016: : Botswana
017: : Lesotho
018: : Malawi
019: : Swaziland
020: : Zaire
021: : Zambia
022: : Zimbabwe
023: ARC 1960 : Mean Value (Kenya, Tanzania)
024: : Kenya
025: : Tanzania
026: ASCENSION ISLAND 1958 : Ascension Island
027: ASTRO BEACON "E" : Iwo Jima Island
028: ASTRO B4 SOR. ATOLL : Tem Island
029: ASTRO POS 71/4 : St. Helena Island
030: ASTRONOMIC STATION 1952 : Marcus Island
031: AUSTRALIAN GEODETIC 1966 : Australia and Tasmania Island
032: BELLEVUE (IGN) : Efate and Erromango Islands
033: BERMUDA 1957 : Bermuda Islands
034: BOGOTA OBSERVATORY : Colombia
035: CAMPO INCHAUSPE : Argentina
036: CANTON ISLAND 1966 : Phoenix Islands
037: CAPE : South Africa
038: CAPE CANAVERAL : Mean Value (Florida and Bahama Islands)
039: CARTHAGE : Tunisia
040: CHATHAM 1971 : Chatham Island (New Zealand)
041: CHUA ASTRO : Paraguay
042: CORREGO ALEGRE : Brazil
043: DJAKARTA (BATAVIA) : Sumatra Island (Indonesia)
044: DOS 1968 : Gizo Island (New Georgia Island)
045: EASTER ISLAND 1967 : Easter Island
046: EUROPEAN 1950 (Cont'd) : Western Europe
047: : Cyprus
048: : Egypt
049: : England, Scotland, Channel, and Shetland Islands
050: : England,Ireland, Scotland, and Shetland Islands
051: : Greece
052: : Iran
053: : Italy Sardinia
054: : Italy Sicily
055: : Norway and Finland
056: : Portugal and Spain
057: EUROPEAN 1979 : Mean Value
058: GANDAJIKA BASE : Republic of Maldives
059: GEODETIC DATUM 1949 : New Zealand
060: GUAM 1963 : Guam Island
061: GUX 1 ASTRO : Guadalcanal Island
062: HJORSEY 1955 : Iceland
063: HONG KONG 1963 : Hong Kong
064: INDIAN : Thailand and Vietnam
065: : Bangladesh, India, and Nepal
066: IRELAND 1956 : Ireland
067: ISTS 073 ASTRO 1969 : Diego Garcia
068: JHONSTON ISLAND 1961 : Johnston Island
069: KANDAWALA : Sri Lanka
070: KERGUELEN ISLAND : Kerguelen Island
071: KERTAU 1948 : West Malaysia and Singapore
072: LA REUNION : Mascarene Island
073: L.C. 5 ASTRO : Cayman Brac Island
074: LIBERIA 1964 : Liberia
075: LUZON : Philippines (Excluding Mindanao Island)
076: : Mindanao Island
077: MAHE 1971 : Mahe Island
078: MARCO ASTRO : Salvage Islands
079: MASSAWA : Eritrea (Ethiopia)
080: MERCHICH : Morocco
081: MIDWAY ASTRO 1961 : Midway Island
082: MINNA : Nigeria
083: NAHRWAN : Masirah Island(Oman)
084: : United Arab Emirates
085: : Saudi Arabia
086: NAMIBIA : Namibia
087: MAPARIMA, BWI : Trinidad and Tobago
088: NORTH AMERICAN 1927 : Western United States
089: : Eastern United States
090: : Alaska
091: : Bahamas (Excluding San Salvador Island)
092: : Bahamas San Salvador Island
093: : Canada (Including Newfoundland Island)
094: : Alberta and British Columbia
095: : East Canada
096: : Manitoba and Ontario
097: : Northwest Territories and Saskatchewan
098: : Yukon
099: : Canal Zone
100: : Caribbean
101: : Central America
102: : Cuba
103: : Greenland
104: : Mexico
105: NORTH AMERICAN 1983 : Alaska
106: : Canada
107: : CONUS
108: : Mexico, Central America
109: OBSERVATORIO 1966 : Corvo and Flores Islands (Azores)
110: OLD EGYPTIAN 1930 : Egypt
111: OLD HAWAIIAN : Mean Value
112: : Hawaii
113: : Kaual
114: : Maui
115: : Oahu
116: OMAN : Oman
117: ORDNANCE SURVEY OF GREAT BRITAIN 1936 : Mean Value
118: : England
119: : England, Isle of Man, and Wales
120: : Scotland and Shetland Islands
121: : Wales
122: PICO DE LAS NIVIES : Canary Islands
123: PITCAIRN ASTRO 1967 : Pitcairn Island
124: PROVISIONAL SOUTH CHILEAN 1963 : South Chile (near 53°s)
125: PROVISIONAL SOUTH AMERICAN 1956 : Mean Value
126: : Bolivia
127: : Chile Northern Chie (near 19° s)
128: : Chile Southern Chile (near 43° s)
129: : Colombia
130: : Ecuador
131: : Guyana
132: : Peru
133: : Venezuela
134: PUERTO RICO : Puerto Rico and Virgin Islands
135: QATAR NATIONAL : Qatar
136: QORNOQ : South Greenland
137: ROME 1940 : Sardinia Islands
138: SANTNA BRAZ : Sao Maguel, Santa Maria Islands (Azores)
139: SANTO (DOS) : Espirito Santo Island
140: SAPPER HILL 1943 : East Falkland Island
141: SOUTH AMERICAN 1969 : Mean Value
142: : Argentina
143: : Bolivia
144: : Brazil
145: : Chile
146: : Colombia
147: : Ecuador
148: : Guyana
149: : Paraguay
150: : Peru
151: : Trinidad and Tobago
152: : Venezuela
153: SOUTH ASIA : Singapore
154: SOUTHEAST BASE : Porto Santo and Medeira Islands
155: SOUTHWEST BASE : Faial, Graciosa, Pico, Sao Jorge, and Terceira Islands
156: TIMBALAI 1948 : Brunel and East Malaysia (Sarawak and Sadah)
157: TOKYO : Japan
158: : Korea
159: : Okinawa
160: TRISTAN ASTRO 1968 : Tristan da Cunha
161: VITI LEVU 1916 : Viti Levu Island (Fiji Islands)
162: WAKE-ENIWETOK 1960 : Marshall Islands
163: ZANDERIJ : Suriname
164: BUKIT RIMPAH : Bangka and Belitung Islands (Indonesia)
165: CAMP AREA ASTRO : Camp Mcmurdo Area, Antarctica
166: G. SEGARA : Kalimantan Islands(Indonesia)
167: HERAT NORTH : Afghanistan
168: HU-TZU-SHAN : Taiwan
169: TANANARIVE OBSERVATORY 1925 : Madagascar
170: YACARE : Uruguay
171: RT-90 : Sweden
172 : Pulkovo 1942 : Russia

World Time Chart



Icons

Icon	Meaning
	North marker. Points to North.
	Correct chart and suitable scale - full chart reliability.
	Chart overenlarged.
	Chart card not inserted. Wrong chart card inserted. Chart scale too small.
	Plotter, sounder alarm setting violated.
	Track is not being recorded or plotted.
	Chart offset applied.
	Voyage-based route being created.
	Latitude and longitude position offset applied.
	Simulation mode
	Voltage of battery on circuit board in display unit is low. Contact your dealer about replacement.

SPECIFICATIONS OF THE MARINE RADAR
MODEL 1722/1732/1742/1762
MODEL 1722C/1732C/1742C/1762C

1. GENERAL

1.1. Indication System

M1722/1732/1742/1762 PPI Daylight display, raster scan, 4 tones monochrome LCD

M1722C/1732C/1742C/1762C PPI Daylight display, raster scan, color LCD

1.2. Range, Pulse length (PL) & Pulse Repetition Rate (PRR)

Range (nm)	Pulse length (μs)	PRR (Hz approx.)
0.125 to 1.5	0.08	2100
1.5 to 3	0.3	1200
3 to 48*	0.8	600

*Maximum Range: M1722/C: 24nm, M1732/C: 36nm, M1742/C: 36nm, M1762/C: 48nm

1.3. Range Resolution 29 m

1.4. Bearing Resolution M1722/C: 6.7°, M1732/C: 5.5°, M1742/C: 5.0°, M1762/C: 3.9°

1.5. Minimum Range 41 m

1.6. Bearing Accuracy ±1°

1.7. Range Ring Accuracy 0.9 % of range or 8 m, whichever is the greater

2. SCANNER UNIT

2.1. MODEL1722/C:

2.1.1. Radiator Micro-strip

2.1.2. Polarization Horizontal

2.1.3. Antenna Rotation Speed 23 rpm nominal

2.1.4. Radiator Length 45 cm

2.1.5. Horizontal Beamwidth less than 5.2°

2.1.6. Vertical Beamwidth 25°

2.1.7. Sidelobe Attenuation less than -20 dB

2.2. MODEL1732/C:

2.2.1. Radiator Printed waveguide array

2.2.2. Polarization Horizontal

2.2.3. Antenna Rotation Speed 24 rpm nominal

2.2.4. Radiator Length 60 cm

2.2.5. Horizontal Beamwidth less than 4°

2.2.6. Vertical Beamwidth 20°

2.2.7.	Sidelobe Attenuation	less than -18 dB

2.3. MODEL1742/C:

2.3.1.	Radiator	Slotted waveguide array
2.3.2.	Polarization	Horizontal
2.3.3.	Antenna Rotation Speed	24 rpm nominal
2.3.4.	Radiator Length	60 cm
2.3.5.	Horizontal Beamwidth	less than 3.5°
2.3.6.	Vertical Beamwidth	30°
2.3.7.	Sidelobe Attenuation	less than -20 dB

2.4. MODEL1762/C:

2.4.1.	Radiator	Slotted waveguide array
2.4.2.	Polarization	Horizontal
2.4.3.	Antenna Rotation Speed	24 rpm nominal
2.4.4.	Radiator Length	100 cm
2.4.5.	Horizontal Beamwidth	less than 2.4°
2.4.6.	Vertical Beamwidth	27°
2.4.7.	Sidelobe Attenuation	less than -24 dB

3. TRANSCEIVER MODULE

3.1.	Frequency and Modulation	9410 MHz ±30MHz (X band), P0N
3.2.	Peak Output Power	M1722/1742/1722C/1742C: 2 kW nominal, M1732/1762/1731C/1762C: 4 kW nominal
3.3.	Modulator	FET Switching Method
3.4.	Intermediate Frequency	60 MHz
3.5.	Tuning	Automatic
3.6.	Receiver Front End	MIC (Microwave IC)
3.7.	Bandwidth	7 MHz
3.8.	Duplexer	Circulator with diode limiter
3.9.	Warming up	M1722/1722C: 60 sec. approx. M1732/1742/1762(C): 90 sec. approx.

4. DISPLAY UNIT

4.1. Display

M1722 /1732/1742/1762: 7 inch rectangular monochrome LCD, 240(H) x 320(V) dots,
Effective radar display area: 216 x 216 dots

M1722C/1732C/1742C/1762C: 7 inch rectangular color LCD, 234(H) x 320(V) dots,

Effective radar display area: 216 x 216 dots

4.2. Range, Range Ring Interval (RRI), Number of Rings

Range (NM)	0.125	0.25	0.5	0.75	1	1.5	2	3	4	6	8	12	16	24	36	48
RRI (NM)	0.0625	0.125	0.125	0.25	0.2 5	0.5	0.5	1	1	2	2	3	4	6	12	12
Number of Rings	2	2	4	3	4	3	4	3	4	3	4	4	4	4	3	4

Maximum range: M1722/C: 24nm, M1732/1742(C): 36nm, M1762/C: 48nm

4.3. Markers — Heading Line, Bearing Scale, Range Rings, Variable Range Marker (VRM), Electronic Bearing Line (EBL), Alarm Zone, Waypoint Mark (navigation input required)

4.4. Alphanumeric Indications — Range, Range Ring Interval, Interference Rejection (IR), Variable Range Marker (VRM), Electronic Bearing Line (EBL), Stand-by (ST-BY), Guard Alarm (G(IN), G(OUT)), Echo Stretch (ES), Echo Tailing (TRAIL), Trailing Time, Watchman (WATCHMAN),

4.5. Input Data — IEC 61162-1

Own ship's position:	GGA>RMC>RMA>GLL
Ship's speed:	RMC>RMA>VTG>VHW
Bearing (True):	HDT>HDG*1>HDM*1
Course:	RMC>RMA>VTG
Water depth:	DPT>DBT
Wind:	MWV>VWT>VWR
Water Temperature:	MTW
Time:	ZDA

*1: calculated by magnetic deviation

4.6. Output Data

Alarm signal	12 VDC, 100 mA or less
NMEA 0183 Ver1.5	GGA, GLL, RMA, RMC, GTD, VTG, ZDA (GPS data required) RMB, WPL, BWC or BWR, APB, AAM, BOD, XTE, VHW, MTW, DPT or DBT, DBS (ETR required), TTM (ARPA required)

5. PLOTTER FUNCTION

5.1.	Projection	Mercator
5.2.	Usable Area	85 latitude or below
5.3.	Effective Area	133.4 x 97.3 mm
5.4.	Display pixels	240 x 320 dots (M1722 series), 234 x 320 dots (M1722C series)
5.5.	Position Indication	Latitude/longitude, Loran C LOP or DECCA LOP
5.6.	Effective Projection Area	0.125 nm to 1,024 nm (at equatorial area)

5.7.	Track Display	Plot interval: by time (1 s to 99 m 59 s) or by distance (0 to 99.9 nm)
5.8.	Colors	Red, yellow, green purple, light-blue, blue, white
5.9.	Memory Capacity	Track/mark: 8000 points, Waypoint: 999 points
5.10.	Storage Capacity	Simple route: 200 routes with 35 waypoints each
5.11.	MOB	1 point
5.12.	Quick Routes	1 course with 35 waypoints max.
5.13.	Electronic Chart	FURUNO chart card or NAVIONICS chart card available C-MAP chart card also available for C-MAP NT Model
5.14.	Alarms	Arrival and Anchor watch, Cross track error and proximity alarms, Ship's speed in and out alarms, Water temperature, Trip alarm, Bottom alarm, Fish alarm (ETR required)

6. POWER SUPPLY

6.1.	Rated Voltage/Current	
	M1722	12-24 VDC: 3.8-1.9 A
	M1732	12-24 VDC: 3.8-1.9 A
	M1742	12-24 VDC: 4.6-2.3 A
	M1762	12-24 VDC: 5.4-2.7 A
	M1722C	12-24 VDC: 4.0-2.0 A
	M1732C	12-24 VDC: 4.0-2.0 A
	M1742C	12-24 VDC: 5.0-2.5 A
	M1762C	12-24 VDC: 6.0-3.0 A
6.2.	Rectifier (PR-62: option)	100/110/115/200/220/230 VAC, 1 phase, 50/60 Hz

7. ENVIRONMENTAL CONDITION

7.1.	Ambient Temperature (IEC 60945)	Scanner Unit: -25°C to +70°C Display Unit: -15°C to +55°C
7.2.	Relative Humidity	93 % or less at +40°C
7.3.	Waterproofing (IEC 60529)	Scanner Unit: IPX6 Display Unit: IPX5
7.4.	Bearing Vibration	IEC 60945

8. COATING COLOR

8.1.	Display Unit	N3.0
8.2.	Scanner Unit	

M1722/1732 (C)	N9.5 (upper), 2.5PB3.5/10 (lower)
M1742/1762 (C)	N9.5

9. COMPASS SAFE DISTANCE

9.1. Display Unit

M1722/1732/1742/1762	Standard: 0.70 m	Steering: 0.50 m
M1722C/1732C/1741C/1762C		
	Standard: 0.65 m	Steering: 0.45 m

9.2. Scanner Unit

M1722/C	Standard: 1.25 m	Steering: 0.85 m
M1732/C	Standard: 1.40 m	Steering: 1.10 m
M1742/C	Standard: 2.10 m	Steering: 1.60 m
M1762/C	Standard: 1.00 m	Steering: 0.75 m

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Declaration of Conformity

CE 0560

We FURUNO ELECTRIC CO., LTD.

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9-52 Ashihara-Cho, Nishinomiya City, 662-8580, Hyogo, Japan

(Address)

declare under our sole responsibility that the product

7" monochrome LCD radar Models 1722 (ø460 mm radome, 2.2 kW), 1732 (ø602 mm radome, 4 kW), 1742 (665 mm open, 2.2 kW) and 1762 (1035 mm open, 4 kW) with optional GPS receiver GP-310B for recreational crafts
(Serial No. 4305-0020 for Model 1722)

(Model name, type number(s))

are in conformity with the essential requirements as described in the Directive 1999/5/EC of the European Parliament and of the Council of 9 March 1999 on radio equipment and telecommunications terminal equipment (R&TTE Directive) and satisfies all the technical regulations applicable to the product within this Directive

EN 60945: 1997-01 (IEC 60945 Third edition: 1996-11)
KSR 142: October 1985, Annex 1
ITU-RR. App. S3: ed. 1998, Appendix S3, table 2

(title and/or number and date of issue of the standard(s) or other normative document(s))

For assessment, see

- Statement of Opinion N° 01214051/AA/00 of 15 May 2001 issued by KTL Certification, The Netherlands
- Test report s FLI 12-00-001, FLI 12-01-002, FLI 12-01-003, FLI 12-01-029, FLI 12-01-030, FLI 12-01-031, FLI 12-01-015 prepared by Furuno Labotech International Co., Ltd., Japan
- Test report 96303200 prepared by Telefication bv, the Netherlands
- Test report TI-1477 prepared by Furuno Electric Co., Ltd., Japan

On behalf of Furuno Electric Co., Ltd.

Hiroaki Komatsu
Manager,
International Rules and Regulations

(name and signature or equivalent marking of authorized person)

Nishinomiya City, Japan
May 22, 2001

(Place and date of issue)